

ISSUE NO.  
**202**  
DECEMBER

# GTM

GAME TRADE MAGAZINE

THE EPIC STRATEGY GAME



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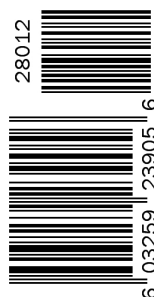
## The Tim Puls Colonists



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- REVISIT THE GRIPPING, GASLIT WORLD OF ASMODEE'S *SHERLOCK HOLMES CONSULTING DETECTIVE* WITH *JACK THE RIPPER* & *WEST END ADVENTURES*!
- HOCUS-POCUS AND TREACHERY ABOUNDS IN *ROCK PAPER WIZARD*, WIZKIDS' GAME OF HIGH SORCERY AND HILARIOUS CONSEQUENCES!

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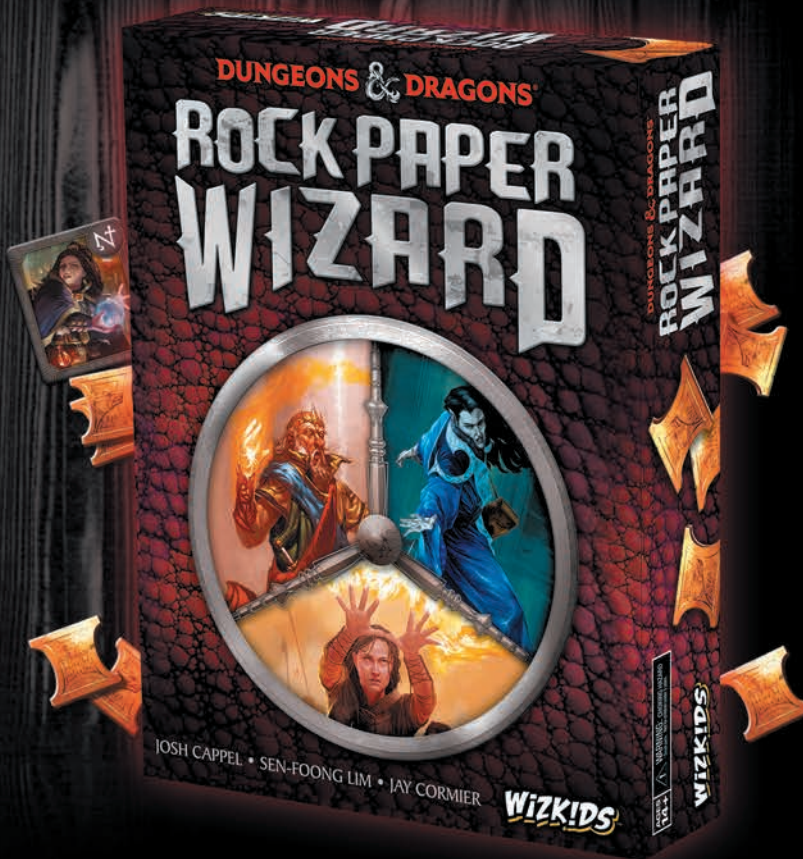
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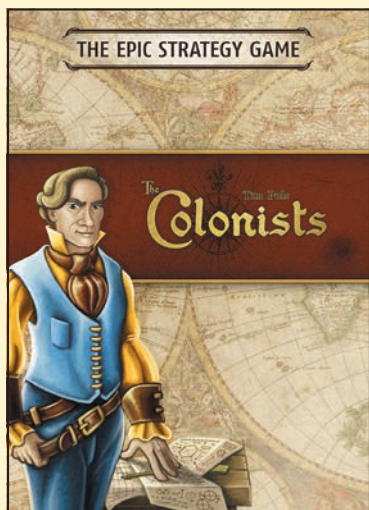
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the video!





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Profit in Prosperity! Turn your burgeoning settlement into a flourishing community in your quest to earn the Emperor's favor in *The Colonists*.  
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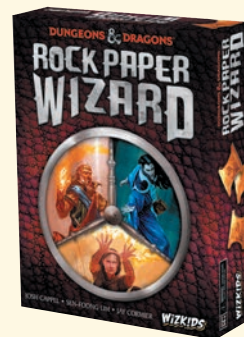
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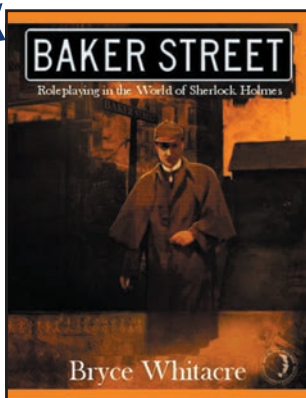


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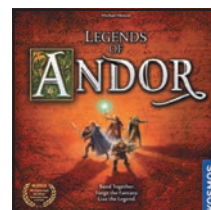
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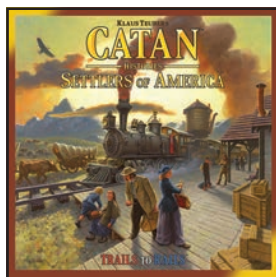


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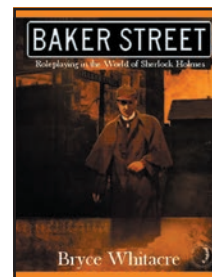
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Welcome dear readers to the latest installment of *Game Trade Magazine*. As we ring out the last issue of 2016, let us take a moment to reflect on some of the exciting milestones we've enjoyed in the past twelve issues:

- We released our first issue with two covers, one "Anti-Registration" for Captain America fans and another "Pro-Registration" for Iron Man fans, in celebration of the *Marvel HeroClix: Civil War* organized play even from WizKids Games (it was issue #196 for those keeping score)
- We began our exclusive article series, "Tricks of the Game Trade", penned by gaming industry veteran and all-around great guy Jon Leitheuser!
- We published our largest issue TO DATE with the release of #198 in August (affectionately known as the "Gen Con issue" around the GTM Bullpen) at **96 pages!** (Which included an absolutely **stunning** center gatefold from Gale Force 9!)

[THIS JUST IN – OUR DECEMBER ISSUE IS THE NEW "LARGEST ISSUE EVER" AT 104 PAGES!!!]

- We featured our first article written by a 12-year old contributor in the industry! The aforementioned issue #198 included an article about Monte Cook Games' *No Thank You Evil!* by author Olivia Ryan.
- We celebrated our 200<sup>th</sup> issue, 16 years in the making, which actually tied our August issue at 96 pages for largest issue and included not one, not two, but **FIVE** different promotional inserts from some really awesome manufacturers.

But 2016 wasn't *just* about the milestones; throw in all of the incredible content contributed from throughout this great industry, **PLUS** the latest in product news, reviews, and exclusives, and *Game Trade Magazine* has had one fantastic year!

Twelve months ago I began work on my very first issue of *Game Trade Magazine* and I can scarcely believe that a full year has already passed. I would like to take this opportunity to thank everyone involved with making 2016 such a fantastic year for *Game Trade Magazine*. You are **all** a genuine pleasure to work with, and we look forward to another great year filled with collaborations and crazy ideas!

As we look ahead to 2017, get ready for *Game Trade Magazine* to dive deeper down the rabbit hole as we continue to bring you the latest and greatest in industry news and product information. Best wishes for a safe and happy holiday season from our home to yours.

Jerome Gonyeau, GTM EIC

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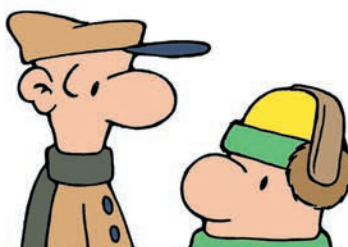
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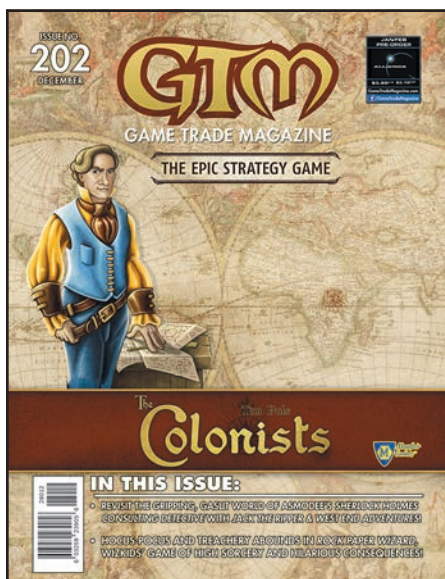
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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



## WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

**GTM** provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

## GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

**From the Editor/Foreword:** In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

**Cover Story:** Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

**Features:** Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

**Spotlights:** These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

**Previews:** These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



**Designer Diaries:** These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

**Reviews:** Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



**Exclusives:** While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

**Games Section:** Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.



## HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

GAMES

ENTERTAINMENT WEEKLY 29

ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON

ART FROM PREVIOUS ISSUE

**GAME TRADE MAGAZINE #203**  
GTM contains articles on gameplay previews and reviews, game related fiction, and art combined games and game models, along with solicitation information on upcoming game releases. GTM #203 \$3.99

ALC STUDIO

**FIRETEAM ZERO: EUROPE CYCLE EXPANSION**  
From the bloodlines in the Cold Country! This first expansion to Fireteam Zero introduces the Bloodlines, another entirely new modular battle plan, enhance your Specialists with all new powers! The Europe Cycle also includes four double-sided map tiles with new terrain, as well as new locations and adventures ("The Battle of Lost Children," "Lightning Hurt," and "The Last Road"). Scheduled to ship in November 2016. ALC FTZ02 \$19.99

**KEY**  
There are symbols and terms found throughout Game Trade Magazine. They mean the following:

**Offered Again (O/A)**  
These items have been listed before in Game Trade Magazine and are available again for you to order. Don't forget to order what you missed the first time.

**P1**  
Your store will set the price for all items labeled "P1." Check with your retailer.

GAMES

INFLATABLE WW2

Scheduled to ship in November 2016.

**17PDR SHELL (USED BY THE SHERMAN/FIREFLY)**  
AIC RHSH01003 \$15.00

**75MM AP SHELL (USED BY THE M4 SHERMAN)**  
AIC RHSH01001 \$10.00

**88MM SHELL (USED BY THE TIGER 1)**  
AIC RHSH01002 \$15.00

ASMODEE EDITIONS

**AYE DARK OVERLORD! (THE RED BOX)**  
In the land of war, one battle, and the fantasy storytelling game is back for round two: Aye Dark Overlord! The Green Box, whatever an Emperor fails to quell a rebellion on an Evil Duke kidnaps the wrong lady, someone has to take the blame. In Aye Dark Overlord, players tell their best stories to an unending master in the hopes that they won't be blamed for the latest failure of Evil to triumph over Good. Aye Dark Overlord! The Green Box is a new version of the game that's complete games on its own, but can also be played with the Red Box or the original Fantasy Flight Games version of the game for even more variety! Scheduled to ship in December 2016. ASM ST11 \$24.95

SPOTLIGHT ON

**JIM HENSON'S LABYRINTH: THE BOARD GAME**  
Will Sarah manage to defeat Jareth and his Labyrinth, or will the Goblin King turn little baby into a golden ball? You have fifteen hours to find out! Play with up to four friends in this fun family board game based on Jim Henson's beloved classic. Labyrinth! Scheduled to ship in November 2016. AIC LPH0001 \$50.00

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SPOTLIGHT ON

**MYSTIC VALE: VALE OF MAGIC EXPANSION**  
The forces of nature and God's blessings are not enough to stop the forces of man spreading throughout the valley of Vale. The divide does are now harnessing the power of arcane magic to repel the light and hold the land. While arcane magic offers immense power, it can quickly overwhelm those who are unable to control it. The Vale of Magic Expansion adds new enhancement and role cards to the base Mystic Vale game, giving players more card-crafting options and exciting new possibilities! powerful combat. AEG 584 \$29.99

**SIEGE**  
Brave and Brave! As a would be King, you control a castle of brave warriors and noble subjects. To win you must move your forces, only, deliver your opponent's plans, and strike when the opportunity presents. Lose your King and your opportunity to rule dissolves. Defeat your base and your place in history will be remembered forever. Siege is an elegant game of deception, strategy and deduction. Scheduled to ship in December 2016. AEG 588A \$24.99

**AYE DARK OVERLORD! (THE RED BOX)**  
Aye Dark Overlord! The Red Box is the classic version of the storytelling game where Saranth gets their best weapons to oppress their and master. Let they suffer the wrath of their Dark Overlord! The Red Box is the classic version of the storytelling game where Saranth gets their best weapons to oppress their and master. Let they suffer the wrath of their Dark Overlord! The Red Box is the classic version of the storytelling game where Saranth gets their best weapons to oppress their and master. Let they suffer the wrath of their Dark Overlord! Scheduled to ship in December 2016. ASM ST10 \$24.95

**DEUS: EGYPT EXPANSION**  
Take control of the legendary civilization of Egypt in Deus Egypt, the first expansion to Deus. Inspired by the challenges and adventures of ancient Egypt, Deus Egypt adds a whole new realm of choices to your base game with 56 new building cards. Fully compatible in any combination with your current Deus building cards, you can choose to reap vast nation gains, or use the entire new deck on its own. Scheduled to ship in December 2016. ASM DEU502 \$29.99

ATLAS GAMES

OFFERED AGAIN

O/A/ LOST IN RYEH: CARD GAME (CALL OF CTHULHU)

Ryeh is a terrible and ancient city, risen from the depths of the Pacific, by a great curse. There, Cthulhu has both died and dreaming, waiting to consume any who venture near. Lost in Ryeh, a card game of escaping dark Cthulhu and certain madness, players are trapped in H.P. Lovecraft's short story, "The Call of Cthulhu." From the mysterious discovery of a profile said to dream of a dark cult, to landfall in a cyclopean metropolis and Cthulhu's horrific emergence, no player is truly safe, merely escape with their sanity or be forever lost in Ryeh! AIG L370 \$14.95

AVALANCHE PRESS

KOREAN WAR: COUNTER ATTACK

Driven back into the Pusan Peninsula, Americans and South Korean forces - soon joined by British, Turkish, and other United Nations contingents - held the line, and in the fall of 1950 launched a powerful offensive against the North Koreans. With strong, new, and fast moving armor and other units, landing by sea at Incheon, the United Nations quickly turned their victory into a North Korean rout. Featuring Fourth Edition rules and full-color player aids, Counter Attack is a complete board game in the Panzer Grenadier series based on these Korean battles. Scheduled to ship in January 2017. APJ 0329 \$89.99

BATTLEFIELD PRESS

D6 EDITION: NINJA HIGH SCHOOL: THE ANIME AND MANGA RPG

Celebrating 20 Years of NES Home Creations! Ninja Fang's hit your average high school kid living in a Japanese, your non-average world over town. Then, two lovely young ladies enter his life: the infamous "Six Star" Ninja has to be a ninja clan, and Princess Araya of Sushina. Both are vying for attention from their own friends. Can Ninjas survive their affections and "weponary" long enough, to take their Steamy, steamy on Friday! Based on the fan-favorite comic book series created, written, and illustrated by Ben Dunn and powered by the D6 system, Ninja High School: The Anime and Manga Role Playing Game puts you in the driver's seat of the high-flying action of NES, complete with rules on how to build your own, along with six different customizable anime templates for quick play, such as Student, Teacher, Genie, Cool Beauty, Ninja, and Mage. Scheduled to ship in December 2016. BTP BPS01 \$29.95

BATTLEFRONT MINIATURES

DUNGEONS & DRAGONS: STORM KING'S THUNDER

Scheduled to ship in October 2016.

**FIRE GIANT**  
GFF T1053 \$40.00

**FROST GIANT**  
GFF T1054 \$40.00

**STORM KING ROYAL GUARD**  
GFF T1052 \$50.00

**And be sure to ask your retailer about any related in-store events for your favorite games and products!**

## GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!

## FEATURED ITEM

**Featured Item:** Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

## OFFERED AGAIN

**Offered Again:** These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

## SPOTLIGHT ON

**Spotlight On:** These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

**PI or Please Inquire:** Your FLGS or FLCS will set the price for all “Please Inquire” products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer’s/Suggested Retail Price (MSRP/SRP) for the product.

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# The Colonists:

## four Eras of Gaming for Epic Strategy fans

### THE COLONISTS

MFG 3519 ..... \$70.00 | Available November 2016!

*The Emperor has tasked you with founding a glorious new colony in his name! Send your steward out into the countryside, build residences, and attract colonists to this new settlement! Attracting colonists isn't enough though — you must also educate and employ them, allowing simple farmers to progress to citizens and finally to wealthy merchants. Build embassies to establish relations with distant lands and grow your colony into one that will earn the Emperor's favor!*

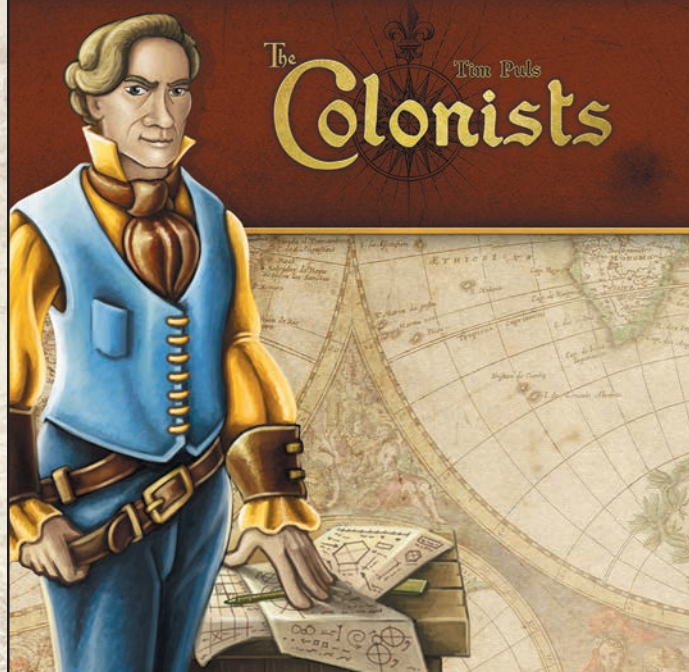
*The Colonists* is Mayfair and Lookout Games' latest strategy game for serious settlers. At the start of the game, players decide how many of the four eras they want to play. If you play all four, you're in for a long, challenging strategy marathon that will be one of the deepest and richest games you've ever played. But, sometimes, life gets in the way and you don't have four hours to spend playing a single game. Luckily for you, *The Colonists* has your back. Rather than play all four eras, you can dial in the length and complexity you want and play era 1, or eras 3-4, and so forth.

Let's talk a bit about eras. As mentioned before, you can play between one and four eras, depending on how long of a game you want to play. But there's more to it than that: each era introduces different rules to the game. Therefore, you might want to play eras 3-4, instead of 1-2. In addition, there are market cards, improvements, and places that vary by era. In short, the eras provide the game with a distinct feel, in addition to allowing you to adjust the length of game you want as needed and desired.

Each era is broken down into smaller time periods for ease of play. So each era consists of five years, and years broken down into half-years. Markets and Places are the heart of the game so let's look at each in turn.



### THE EPIC STRATEGY GAME



Markets are a special kind of place that both allow certain actions to be taken and aid your movement around your growing colony. Every turn you can move directly to a market and then take normal movement from there. Besides their effect on movement, markets allow players to sell certain goods for gold, take a subsidy of goods from the supply, or take a specific action. Typically, this action is a weaker version of an action that can be taken elsewhere on the board.

Places are special areas on the map that allow players to take a specific action. There are Resource Places, which allow players to take a specific good from the general supply. 'Sustainers' grant food or robes (or alternatively allow players to sell these for gold), 'Builders' allow players to construct or improve a specific building, 'Refiners' allow players to exchange a basic good for a finished good, and 'Other' for Places that don't fit into any of the other categories.

At both Markets and Places, players will buy and sell goods to advance their strategy. There are four types of goods: Tools, Building Resources, Sustenance Goods, and Dollars. Tools are used for building. Building Resources are also used for building and include: wood, clay, and ore, which are essential in all Eras of the game, while planks, bricks, iron, and coal are refined resources used in Eras 2-4.





Sustenance Goods are required to sustain your workers: 'food', which is used in all Eras of the game, and 'Robes', which are used in Eras 2-4.

Finally, there are Dollars, which measure the overall wealth of your community. Improvements, Buildings, and Embassies all have a Dollar value. Additionally, you can sell items for Dollars. They are not spent in the game.

But, remember, the game is called *The Colonists*, not *The Colony*, so your markets, places, and goods will be worthless without workers to staff them. Acquiring and developing workers is a task that will occupy almost as much of your time as building up your colony's infrastructure. There are three types of colonists in the game: farmers, citizens, and merchants. You will need to buy housing for each type of colonist and then find appropriate jobs for them.

There are also embassies available for players, allowing them to contact distant lands and gain special advantages, as well as increasing the value of their colonies. *The Colonists* features the following embassies: Alchemists, Altruists, Envoys, Industrialists, Laborers, Lords, Scholars, Storekeepers, and Traders. Some of these embassies can be built in every era of the game, while some only appear in later eras.

Each embassy provides an advantage to the player's colony. For example, the Industrialist allows players a free opportunity to refine goods at the end of the year. The Alchemist allows you to exchange goods for different goods the moment you get them, and so on.

Players can establish relationships with foreign colonies by visiting the Diplomat and building an embassy. Later, they can gain even more benefits by upgrading their embassy.

Like all good things, your time with *The Colonists* will eventually come to an end and then you'll have to determine who has won the Emperor's favor by developing the most prosperous colony. To do this, you'll tally the dollar value of all your buildings and permanent improvements, your colonists, and any raw currency you have in your toolbox. The player whose colony is worth the most is the winner!

...

**About The Colonists:** *The Colonists* was designed by Tim Puls for 1-4 players. Games take from 30-240 minutes. The suggested age range for players is 12 and up. *The Colonists* is due to arrive late 2016 and will retail for \$90.





# Sherlock Holmes

## CONSULTING DETECTIVE

### Jack the Ripper & West End Adventures

Sherlock Holmes Consulting Detective: Jack the Ripper & West End Adventures | SHEH02 | \$49.99 | Available 1<sup>st</sup> Quarter 2017

The gripping *Sherlock Holmes Consulting Detective* is back with *Jack the Ripper & West End Adventures* from Space Cowboys. Made up of four all-new cases and six revised favorites, this standalone collection will allow seasoned detectives and new investigators alike to hit the streets as the Baker Street Irregulars. This cooperative troupe of one to eight detectives will assist Sherlock Holmes and Doctor Watson in their race to solve ten complex and multi-faceted cases. By studying the local papers, following leads throughout the city, and dissecting each and every detail, players will collaborate to track down the answers to some of London's most infamous cases, including those of the notorious and chilling Jack the Ripper murders.

### The Consulting Detective Series

The intricate gameplay and thematic narrative of *Sherlock Holmes Consulting Detective* have been captivating imaginative minds for over three decades. A 1985 Spiel des Jahres winner, the game launched to incredible success, and has maintained its draw over the years since. In 2011, Ystari reprinted the game in a variety of languages, and Space Cowboys now continues the legacy, both republishing original cases and developing new ones.

The *Consulting Detective* line employs the same great mechanics as the original game, while the revised and adapted cases improve upon previous versions. While the contents of *Jack the Ripper & West End Adventures* can be considered an expansion to the *Consulting Detective* reprint, the game stands fully on its own, containing all the components needed to play the game, and also features a new look and feel with updated art.

### Adventures in the West End

The six West End Adventures included in the collection cover a variety of offenses, some more malicious than others. By exploring Watson's journals, players will find themselves in the





# The



# Times.

LONDON, TUESDAY OCTOBER 18 1898

midst of investigations regarding attempted murder, missing remains, well-kept secrets, mysterious letters, and more. Perusing the daily news may provide some clues, but the detectives must also take to the streets in hopes of finding the truth. Using a directory to navigate the maps of London and Whitechapel, the Irregulars will acquire countless clues, leads, and scraps of information. Only by dissecting and analyzing all the evidence accurately will the team be able to solve the mystery, answering each and every question the case poses.

## The Notorious Jack vs. The Brilliant Holmes

In addition to six revamped mysteries, the game introduces a series of four cases based on the actual facts of Jack the Ripper's unsettling murders. This campaign covers the four evenings on which Jack the Ripper committed his five most notorious murders, as the fictitious Dr. Watson reaches out to the Irregulars in hopes of solving this very real case. By studying the details of

each of his unspeakable acts, dedicated and creative investigators may be able to pinpoint crucial details, getting closer with each crime to cracking the case and catching the killer.

## Accusation and Arrest

It will take a committed team of detectives to get to the bottom of the ten cases presented in *Jack the Ripper & West End Adventures*, but every clue leading to the truth can be found in Doctor Watson's meticulous notes. Sorting through every detail, from the sordid to the mundane, is the only way the Baker Street Irregulars will reach their conclusion, and only by returning to Holmes and Watson will they discover whether their interpretations were correct, or if the vicious criminals slipped through the cracks.

...



LONDON  
DIRECTORY





# DUNGEONS & DRAGONS ROCK PAPER WIZARD

## ROCK PAPER WIZARD

WZK 72789 ..... \$19.99 | Available December 2016!

In the brand-new card game, *Dungeons & Dragons Rock Paper Wizard*, you are one of a group of adventuring Wizards, delving deep into a cavern coursing with Wild Magic. Your party has just defeated an ancient red dragon in a legendary display of spellcasting skills. As the fading glimmer of the vanquished beast's flames illuminates a hoard of treasures beyond belief, thoughts of untold wealth take root in your mind. Greed overcomes friendship as mouths begin to murmur the secret syllables of powerful incantations, and fingers curl into the arcane gestures of reality-warping magic. The cavern explodes once again with sound and fury as you force your former allies away from the treasure while lining your pockets with as much gold as you can grab between dodging fireballs!

*Rock Paper Wizard* is a quick and interactive game where you attempt to deduce which spells everyone else is going to cast, as well as who their targets will be. You are also picking the spell that will result in the best outcome for yourself and aiming it at an opponent. Choose wisely, because the situation can change and cause your spell to act in ways you didn't intend!



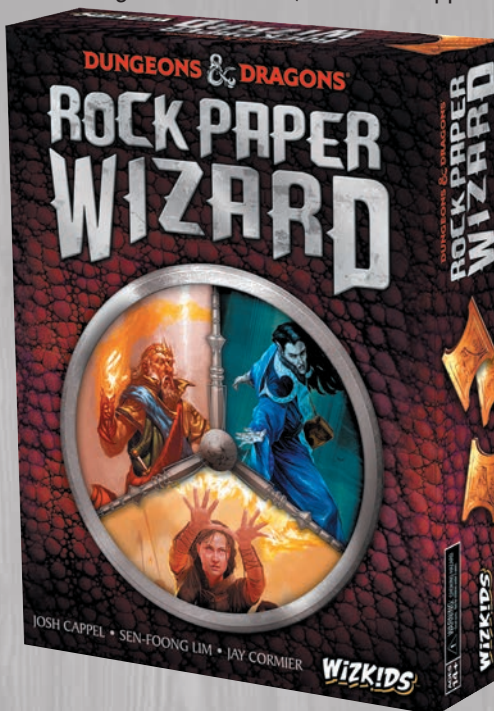
All of the players share a "spell-book" - an ever-changing row of familiar *Dungeons & Dragons* spells depicted on cards. Each spell has an effect and a hand gesture that triggers it. Every round, players secretly decide which spell they want to cast (and on whom). When everyone is ready, all of the wizards chant "Rock, Paper, Wizard" and gesture accordingly towards another player; spells are then resolved in turn order. Some spells push wizards towards the exit of the cave and away

from the vast pile of gold pieces (gp), while other spells allow you to steal gold from opponents or even affect another player's target. If two players ever target each other with the exact same spell, Wild Magic erupts in the cave and anything could happen!

Once all spells have been resolved, the wizard that is closest to the hoard takes 5 gp, while the second closest wizard takes 3 gp. Then the spell book is refreshed by removing the eldest spell and adding a

new one to the row. With over 20 spells included, each game will be different. The wizard who collects 25 gp first is the winner!

*Rock Paper Wizard* was designed by Jay Cormier, Sen-Foong Lim, and Josh Cappel. Jay and Sen are a well-known design team in



the game industry, and Josh is a veteran game artist and designer. They met years ago when Josh was hired on as the artist for a game the pair had designed called *Belfort*. The rapport was immediate, and it didn't take long for them to bond as designers and friends. Inevitably, they decided to design a game together... and *Rock Paper Wizard* was born.

They started off wanting to make a game that used hand gestures as spells. It began as a bluffing game where players had to figure out what spells other players were casting. After a lot of playtesting, the team realized that casting the spells, making the gestures, and watching the cascading unintentional results was more fun than trying to bluff. They removed that aspect altogether and focused on player interaction via the spells. The result is a fast-paced, crowd-gathering game of high tension and hilarious consequences! Every round of casting triggers cheers and curses whether or not the spells end up doing what their casters intended!

For a limited time, you will get a bonus spell card when you purchase *Rock Paper Wizard* from a retailer, so make sure to ask for the "Levitate" promo card when you buy your copy!

*Rock Paper Wizard* will be available this December 2016, from WizKids.





**Scheduled Release January 2017**

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# CATAN

HISTORIES

## SETTLERS OF AMERICA™

For 3-4 players. Ages 10+. Playing Time: 75 Minutes.

Over the years, a series of historical *Catan*® scenarios were published in German with English rules included. After 2002, these scenarios became part of the *Catan Histories*™ line of games. Each game in this line is published simultaneously in both German and English. These games make history interactive and exciting. They use the familiar *Catan* rules while incorporating new ideas to convey the themes. The second game in this line is *Settlers of America, Trails to Rails*.™

### Exploring and Settling the American West

The 19th Century has arrived and you and the rest of America are heading west. Your wagon trains of settlers strike out seeking fresh lives and opportunities. Your new cities pop up like mushrooms.

These new cities quickly come to rely on railroads for the transport of vital goods. Trails become rails and create great wealth. Soon, a complex railroad network develops, and steam belching iron horses connect the thriving cities. If you are the first to use your trains to deliver all of your goods to your opponents' cities, you win and fulfill your destiny as the era's greatest pioneer.



### Playing the Game

In the east, each player starts the game with three cities, one train, and one rail. As the game progresses, the productivity of your initial cities declines. So, you must go west, young settler.

# TRAILS TO RAILS™

You produce lumber, ore, grain, coal, and cattle (resources) each turn based on a dice roll, the locations of your cities, and the terrain types of adjacent terrain hexes. You can use these resources to build settlers (wagon trains), rails (tracks), and trains adjacent to your existing cities. You can also buy development cards.

BUILDING COSTS	
SETTLER	1 Lumber, 1 Grain
MOVING SETTLER (to 2 squares)	2 Grain
RAIL	1 Lumber, 1 Grain
TRAIN	1 Lumber, 1 Grain, 1 Coal
MOVING TRAIN (to 2 squares)	2 Grain
DEVELOPMENT CARD	1 Lumber, 1 Grain, 1 Coal
RESOURCE CARD	1 Lumber, 1 Grain, 1 Coal

You can spend grain to move your settlers and coal to move your trains. When a settler ends its turn on an empty city-site, replace it with a new city. This frees up a goods cube for delivery. Your trains move along your rails for free, but they must spend gold to move on an opponent's rail. When your train moves adjacent to an opponent's city that does not already have a goods cube, you may deliver one of your freed goods cubes.

### Gold

You get gold from certain development cards and whenever you receive no resources on a non-7 production roll. You also get gold when you connect a city-site to the rail network for the first time. You can trade 2 gold for a resource of your choice. You must also pay other players gold when your trains use their rails.

### Winning

If you are the first to deliver all of your goods, you win. So, you must not only expand your economy, but you must also upgrade your infrastructure. The player that best balances city building with developing an efficient network of rails wins.





# CATAN

## — EXPANSION —

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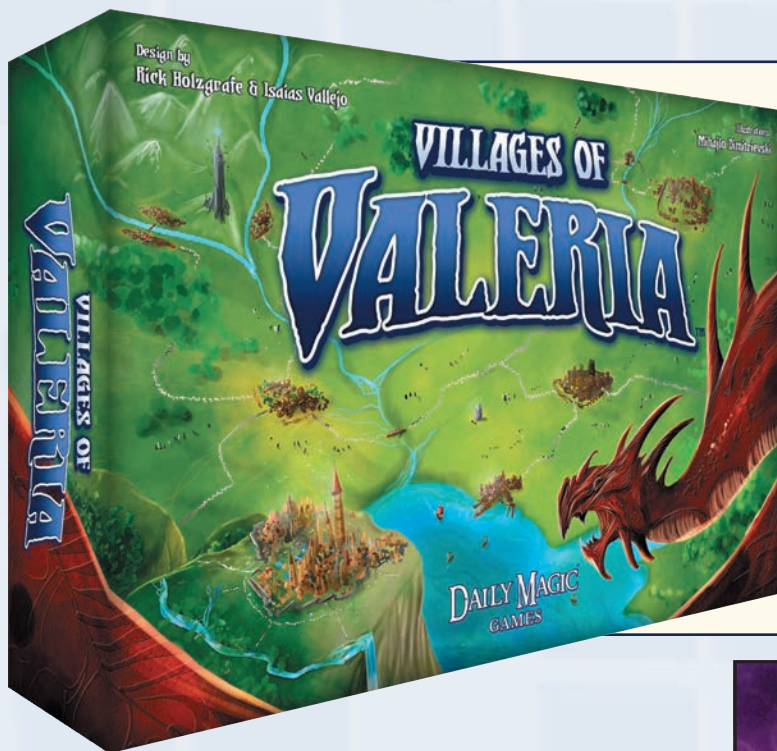
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# VILLAGES OF VALERIA™



## VILLAGES OF VALERIA

DMG VOV001.....\$25.00 | Available November 2016!

*Villages of Valeria* is a village-building card game in which players establish resources, construct buildings, and attract adventurers to become the next capital city of Valeria. Take on the role of a Duke or Duchess in the vast and beautiful kingdom of Valeria.

*Villages of Valeria* is a standalone game set in the world of Valeria and takes place just before the hordes of monsters invade the kingdom in *Valeria: Card Kingdoms*, the first game in the Valeria series.

Now that we have that marketing blurb out of the way, let's get to the meat of *Villages of Valeria* and why Rick (Holzgrafe) and I think it's the best game we've ever designed.

### #1: LEAD AND FOLLOW ACTIONS

When a player takes their turn, they pick an action: Harvest, Develop, Build, Recruit, or Tax. They perform their action, then, in player order, the other players "follow" the action by doing a weaker version of that action. This creates incredible player engagement when it is not your turn because you're highly invested in the action that the active player will take so that you can take advantage.

This lead and follow mechanism also leads to interesting timing issues in the game. For example, your gold tokens could be tied up in such a way that when the active player does a Build action, you are unable to follow and erect a building! Since the game ends when there are a certain number of cards built in front of you, missing an opportunity to build a building is a big deal.

### #2: DUEL PURPOSE CARDS

Each building card in *Villages of Valeria* can be used for two different purposes. You can either pay the cost to build the card as a building, or you could develop it in to a resource by taking the Develop action and tucking the building card upside-down under your castle card. You need resources to be able to build buildings, but you also may need to build a certain card to maximize your victory points. Do I discard this card to build this other card? Do I develop this card or use it for its power? This tension makes every card you hold highly important and gives you a meaningful decision to make every turn.



### #3: SHARING IS CARING

Each player starts with three gold tokens, and each gold token is worth one victory point at the end of the game. Gold tokens are placed on resources (Food, Wood, Stone, or Magic) you've developed throughout the game in order to pay for the cost of building. At the start of your turn, you get back any gold tokens you've "spent". In this way, you're really just paying yourself to produce resources, but you always get that gold back to use again and again.

But, what if you're unable to develop one of the four resources? In this game you can either use gold on a resource you've developed or you can place it on an opponent's resource. Yes, you've given your opponent one gold which is one victory point at the end of the game, but hopefully you've built a building with a great power that will help catapult you to the lead!







Another interesting side effect to being able to place your gold on an opponent's resource is that you've essentially "blocked" that resource from being used again until the beginning of your opponent's turn. That's right! You've just made it impossible for them to build until their next turn. They might be mad at you, but at least they get that victory point.

#### #4: MULTIPLE PATHS TO VICTORY



Each building has a type assigned to it: Worker, Soldier, Shadow, and Holy. We took great care in making sure that each building type had its own path to victory and unique flavor. Some building will give you immediate powers, but most will give you game-changing, ongoing powers that crank up your rewards when you take actions in the game – whether you're leading or following an action!

Of course, mixing and matching different building types to discover synergies is highly encouraged. Discover the free resources from Worker buildings and mix that with the card management powers in the Soldier buildings. Or try your hand at maximizing your gold generation with the Holy buildings while monopolizing on the tricky powers of the Shadow buildings.



#### #5: ADVENTURERS GALORE!



Besides building for powers and victory points, the most important reason to build is to attract adventurers to your village. Adventurers have higher victory points and come with even greater powers.

You attract adventurers by having buildings in your village that they desire and by paying them a gold or two. For example, you may want to attract the Knight to your village that gives you one victory point for every Soldier building you have built at the end of the game. The Knight needs two Soldier buildings to feel comfortable in your city, so you'll have to build those first.

#### #6: AN EXPANDING WORLD

*Villages of Valeria* is the second game in the *Valeria*-verse and we plan to release many more games in this universe. The setting is familiar to most players, but the structured archetypes and wonderful art quickly engage even the most casual player.

We're really proud of *Villages of Valeria* and the mini-expansion packs accompanying the game upon its release. It has a nice blend of familiar mechanics (*Puerto Rico*, *San Juan*), intricate strategies, and low barrier for entry. Rick and I can't wait to see all of the villages you'll build and which ones will become the next capital city of Valeria!

...

*Isaias Vallejo is co-owner of Daily Magic Games and designer of Valeria: Card Kingdoms, Sunrise City, and Quests of Valeria. He is co-designer of Villages of Valeria and attributes most of the great things in that game to Rick Holzgrafe.*



# DARKER DEEDS

## DARK DEEDS: DARKER DEEDS EXPANSION

GNG 004..... PI | Available November 2016!

When Games and Gears published *Dark Deeds*, The Game of Malicious Minions, in May 2016, all of us involved were keen to partner-up with recognized brands and events to promote this, our debut game. Although myself, and co-creators Andy Chambers and Ryan Miller, were no strangers to the heady world of high-profile game development, this was our first independent collaboration, and in the intensely competitive board game arena any opportunity a small studio could take to get their product in front of an audience should be seized upon. To that end, we created limited edition booster packs in partnership with the fine folk at the AdeptiCon and Gen Con shows. These packs contained a selection of new cards and an additional dice or coin mechanic and would be available primarily to show attendees.

Beyond these conventions, we'd planned to repackage the contents at a later date and make them available to a wider audience, but when we sat down to do that we realized it would be a missed opportunity if we failed to expand our plans and make *Darker Deeds* something more significant – somewhere between a compendium and full expansion.

So, which cards from the con packs to include? Well, the AdeptiCon set had a 'Poisoned Dagger' and 'Nun's Habit' which were fun variations on cards in the core game; the Gen Con pack had a selection of loot cards best described as a 'ninja toolkit' which made minions a little more competent when it came to evading the authorities. We definitely wanted to include cards like 'Caltrops' and 'Smoke Bomb' in the *Darker Deeds* set. Ultimately, we selected 13 cards from the previously available boosters, leaving a handful and any associated mechanics as exclusives to those limited edition sets, and added 16 entirely new cards.

We had created 'The Gamemonger' Merchant card as a GTM promotional item when *Dark Deeds* first launched and have included him in *Darker Deeds*, along with 'The Tinker' Artisan and 'The Hierophant' Cleric, thereby fleshing out a full set of tougher-to-rob Level 6 Citizens. Of course, more vulnerable citizenry require additional law enforcement, so 'The Watchdog' has been drafted into service. He's a tenacious hound and proves tougher to slip past than the usual Watch recruits since his keen nose negates any Cunning bonuses a minion may have gained from sporting 'Pretty Petticoats' or a 'Pontiff's Hat'.



In the months since *Dark Deeds*' release, we'd received a slew of suggestions from players for new card mechanics and wanted to

incorporate some of the more fiendish ideas into *Darker Deeds*. "I want to be able to mess with other players more", was a common request, so adding Plot cards that allowed players to engage (unpleasantly) with other minions was high on our priority list. Cards like 'Sniped!', where a player can attempt to jump in on a rival's kill, or 'Bait The Trap' and 'Take 'Em Out!', where the Nemeses of other minions can be misdirected or directly attacked, allow players to do just that.

Speaking of Nemeses, since they're the ultimate game-winning targets for all committed minions, *Darker Deeds* adds 'The Witch-Sniffer' to the roster of individuals every player's patron wants to see eliminated. Rounding off the deck are three new, perilous-to-pick-up Dark Deed cards, bringing the total card count to 30.

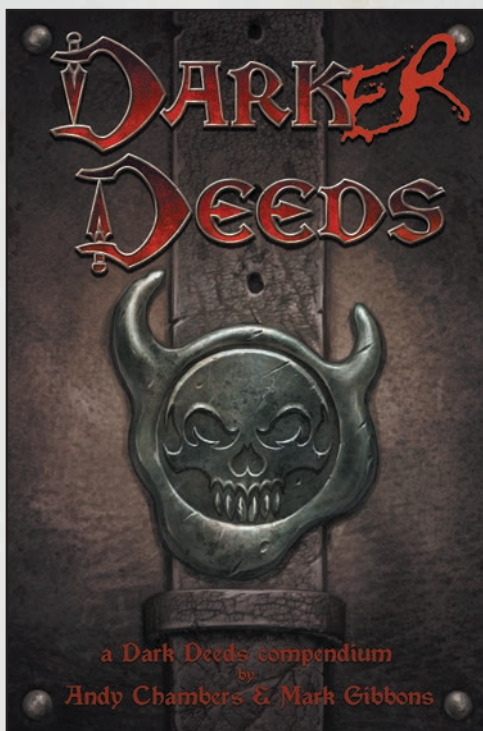
*Dark Deeds* contains a metal 'Most Suspicious Minion' coin which is passed around players as they gain or lose suspicion and we felt creating a new coin and mechanic to spice things up would be fun. Hence, 'The Festival of Solix-Moctis', where citizens celebrate 24-hours, bringing a day & night cycle to the game. A new metal coin, emblazoned with sun and moon motifs, is moved along the street between player turns and flips from day to night once it reaches street's end. Dusk represents an opportunity for minions to give pursuing Guards the slip and come down, any member of the Watch still in pursuit will clock-off and go home for a rest, getting shuffled back into the Street deck.

Also included is a very stylish, bone-colored, custom d12 dice, useful when playing the 'Sniped!' Plot card and simultaneously rolling to beat a rival minion's attack.

So there you have it, minions of Anthrand – *Darker Deeds*, a box of new and nefarious additions to a game where wickedness and skullduggery reap rich rewards!

...

Mark Gibbons is the artist and co-creator of *Dark Deeds*.





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#### RAIL RAIDERS INFINITE

**NJD 020100 ..... \$59.95 | Available December 2016!**

The planets, planetoids, and asteroid colonies at the outer rim of the universe of *Rail Raiders Infinite* occupy a precarious, yet gainful position for the core planets and their governing body, the Congress of Worlds (or C.O.W.). Setting up mining operations and employing robots to harvest lucrative, precious resources in territories where early settlers once held claim, the C.O.W.'s wealth and impressive force overpowered locals and soon deprived them of their livelihoods. Disenfranchised and so easily displaced by the C.O.W.'s overwhelming dominance, the outer rim settlers protested only to be met with greater opposition. Creating Lawbots to secure their investments and implementing the Interstellar Express to transport their gains, the C.O.W. further entrenched its power as settlers sank into poverty and despair.

Left with little recourse, settlers soon turned from the law. Arming themselves with their best six-shooters, they set their sights on shutting down the system to sustain themselves and the lands they call home. Targeting the trains of the Interstellar Express, these settlers now raid the railways in quick-draw shootouts where the stakes are high and the profits are even higher.

*Rail Raiders Infinite* is a fast paced, sci-fi western strategy game that positions players as lawless Raiders looking to takedown the Interstellar Express. Using weapons, wits, and special skills, Raiders jump from car to car in search of loot. Along the way, they encounter Lawbots bent on stopping them in their tracks. Working alone or collectively, Raiders stick 'em up and shoot it out as they attempt to rummage the rails, profit double-dollars, and restore their lands.

Where many of our games target those that fancy a crunchier, scenario-based experience, *Rail Raiders Infinite* is different. It's specifically designed to be played straight out of the box and completed in under an hour. It's also player-friendly, allowing players to participate during an entire game instead of getting eliminated in a single skirmish. Its card shuffle and dice toss mechanics assure that the game will never be quite the same each time, and the various expansion tiles, Lawbots, and Raiders assure it'll be a novel experience.



When I recently played the game with our crew, I found it incredibly easy to learn and exciting. The setup is simple and easy to follow in the rulebook. After you select your character from the array of gunslinging, sharp-shooting chibi miniatures and obtain your character card that describes your unique ability, you shuffle the tiles and cards to build the train and decks that guide the gameplay. From there, it's time to get to gunslinging aboard the Interstellar Express!

Once all characters are aboard the train, play moves in a quick, thematic fashion. Random events happen at the start of each Raider's turn as the train jostles along the tracks: players or Lawbots slide around as the train hits sharp turns and other obstacles, or the game hastens as the train speeds toward its destination. With a nod to Western flair, players then raid the train by moving, attacking, and searching for items. Entering into a showdown as they bust into each car, Raiders battle the law singlehandedly with their six-shooters blazing or stack the deck in their favor by working with one another. (Of course, because each Raider is also out to bum-rush the rail to take away the biggest haul of double-dollars, there are no alliances and no guarantees of aid!) The game then concludes as the train loses steam or reaches its destination, forcing the Raiders to evacuate before reinforcements arrive.

Along with quick play akin to the quick draw of a Western stick-up, *Rail Raiders Infinite* continues the Western motif with poker hand rankings as a core mechanic of resolving attacks and other actions. Using poker-themed six-sided dice, players roll their hands and compare hand ranks based on standard sets (e.g., two pair, three of a kind, straight, full house). As in poker, higher ranked hands beat lower ranked hands, making it easy to resolve actions and keep the train a-rollin' and the double-dollars flowin'!

We're excited to share *Rail Raiders Infinite* with longtime fans and new gamers! It's not only a fast, easy to play railway rummage, it's also an approachable game with whimsical miniatures and Wild West flair that's sure to be fun for all!

...

Wayne Erik Rysavy is the Marketing Manager and Social Media Manager at Ninja Division. He is also longtime gamer and a Doctoral Student at the University of North Carolina at Chapel Hill.





Jason D. Kingsley

# LANTERNS

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# OPENING THE GATEWAY

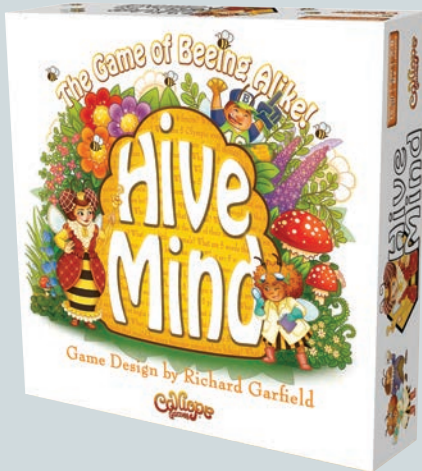
## Calliope Games Brings New Gamers To The Hobby

This past September, a group of people gathered to play a game at the Grand Con Gaming Convention. The group ranged in age from 8 to 64 years old – men and women, boys and girls – but the common factor was that none of them had very much experience with the latest in tabletop gaming. The game they were playing was *Menu Masters*, a new release from Calliope Games that casts players in the roles of chefs competing at the local market over fresh ingredients to build the greatest menus for their restaurants. They found themselves enjoying the nuances of bidding their pawns, driving ingredient prices up, and choosing when to go for broke. When the game was over, the players had smiles on their faces, and one of them – a grandmother of three – was quick to offer her opinion. “I didn’t know there



were games like this out there,” she laughed. “I have to play this with my granddaughters!” Without knowing it, she had just played a gateway game, and her eyes had been opened to a new frontier.

The dictionary definition of a ‘gateway’ is “a means of access or entry,” and that perfectly describes what Calliope Games has been creating since 2009: games that offer newcomers or non-gamers a way to enter the wide world of tabletop gaming. “Our mission is all about relationships, camaraderie, and the laughter we share,” expresses Ray Wehrs, president of Calliope Games. “That’s what’s truly important.” Unlike game publishers that offer games of increasing difficulty and experience requirements, Calliope Games has specific guidelines for games they publish. Mirroring the appeal of their flagship game, *Tsuro*, Calliope Games titles play well with all ages and levels of game experience. They feature a shallow learning curve and games last an hour or less. To accommodate all families and play groups, the games require as few as two players or as many as six or eight. Finally, all players should be able to play on even footing. “Though our games are targeted at adults, they all share one unique feature: children can step into their parents’ world instead of their parents stepping into theirs,” Wehrs notes. “This ensures that all players are truly having fun.” Within Calliope’s ever-growing catalog, games like *Tsuro*, *Got ‘Em*, *12 Days*, and *Roll For It!* have proven to bridge the generation and experience gap, allowing a wide range of players to have fun together.



“It’s not just about being easy to play,” notes Wehrs. “Our games tell a great story, and allow players to share an experience that will build memories.” Before players even start playing, Calliope titles are built to evoke emotions and tell a story. Little touches matter, like the artistic rice paper that awaits players when they open a box of *Tsuro*, or the playful illustrations within *Thieves!* that get players feeling like they just robbed a bank and need to get away. Beyond that, Calliope goes the extra step to remove the tiny barriers to gameplay, such as punching coins in *Running With The Bulls* and pre-sharpening the pencils included in *Hive Mind*. “We want people to get into the game and start having fun together without the distractions of first-time setup,” says Wehrs. “So we make a real effort



to have the game playable right out of the box once its unwrapped, so newcomers to the hobby can see what this ‘gaming’ thing is really all about.”

Wehrs himself was a newcomer to the hobby seventeen years ago when he co-founded *WizKids* with his sister Dawne and brother-in-law Jordan Weisman. “I knew nothing about board games, and had no idea what to expect,” recalls Wehrs. “That year I found myself walking the floor at my first *Origins* Game Fair. I was clutching a *Mage Knight* concept mini and looking for someone — anyone — to talk to about how the combat dial could change the way tabletop miniatures games were played. I was amazed by the sheer number of people playing and enjoying games that I’d never even heard of.” Nowadays, Wehrs seeks to find people like he once was — completely unaware that tabletop gaming exists — and introduce them to the hobby. “When someone unfamiliar with today’s games tries *Tsuro* or *Roll For It!* and then gets excited and wants to go play more games, then we have done our job,” says Wehrs. “Whether those next games are by Calliope Games or another publisher, we’re just happy we helped open their eyes.”

After a moment, a smiling Wehrs adds, “But we’re much happier if they try more Calliope Games!”

...

Chris Leder is the Director of Fun™ at Calliope Games, meaning he has to pinch himself every day to see if he is dreaming. He is also the designer of *Roll For It!* as well as an avid fan of pancakes.



# WATSON & HOLMES

From the Diaries of  
John H. Watson

A COMPETITIVE GAME OF DEDUCTION &  
INVESTIGATION SET IN VICTORIAN LONDON

2-7 players / Ages 12+ / 45-75 mins

WAH01 | \$59.99 Asmodee.com TM & © 2016 Asmodee.





# HOUNDED™

*Breeding Inspiration with Design*

## HOUNDED

ATG 1380 ..... \$17.95 | Available November 2016!

I recall the moment *Hounded* had become the game I'd been designing it to be. While playtesting as the Master of Hounds, I'd perfectly set myself up to corner the Fox in three turns and win the match — but only if the Fox made one easy-to-overlook mistake. There really is no other way of saying it: I was giddy with excitement! Wearing a nervous grin, I watched as my opponent desperately worked through every possible scenario, trying to discover what had me so unabashedly eager. Then she saw it! The one move she could make to thwart my victory! We both gave off adrenaline-driven laughter, and I continued the hunt knowing full well that my emotions had betrayed me. That feeling of excitement, induced by true two-player strategy — all within a few minutes of playing — is exactly what *Hounded* is about.

*Hounded* was inspired by a beautifully written chapter on boar hunting found within T.H. White's *The Once and Future King*. In chapter sixteen of the Arthurian book, Wart (a young King Arthur), along with Merlin and King Pellinore, join Sir Ector and his Master of Hounds on a deadly boar hunt. T.H. White goes into great detail on the hunt's preparations, giving insight into how the Master of Hounds builds out a proper pack of hunting dogs. As I learned, each dog is bred and selected for a specific function, and many times multiple breeds must work together to successfully capture their prey. Much like drafting players to build a winning sports team, the Master of Hounds must draft a pack of dogs to win the hunt. I found myself wanting to be a part of that hunt, stepping side-by-side through the thickets with Wart, boar-spears held high and senses acute.

*Hounded* was designed to let players experience the fearful anticipation and blood-pumping excitement of a hunt with hounds — pitting two players against each other in a game of life and death. Before any playtesting took place, I researched the historical ceremony of the hunt and studied its many distinct dog breeds.

Through exploration and understanding of the material it became obvious that the experience I wanted to create would be focused on *movement*. All of the elements that make up *Hounded* are designed with movement in mind. It took more than a year of playtesting to develop and balance the player movement within the game — constantly modifying the number of tiles, their revealed effects, and the default movement patterns of the game pieces. Even the abstract 49-tile game board was designed as uncharted territory for the fox and the hunting party to explore. The final result is a game whose simple concepts and learning curve mask a much deeper balance which grants the players a fast, suspenseful hunting experience.

One of the more difficult tasks in creating *Hounded* was narrowing down which dog breeds I wanted to include in the game — choosing breeds which were both visually and mechanically unique. As a dog lover and someone who grew up with dogs, it was difficult to set aside my own bias towards dachshunds and Jack Russell terriers! The final list of characters includes: the Fox, Master of Hounds, Foxhound, Bulldog, and Terrier. The Fox is the quickest and



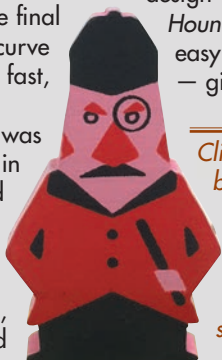
most agile piece on the gameboard. The Master of Hounds is the deadliest game piece. The Foxhounds are quick and able to cut-off the Fox's escape. If the Bulldog can get close enough, it can grab and slow down the Fox. And finally, the Terrier can sniff out and bury fox dens.

The game's unique geometric and expressive art style was also something that I put a lot of consideration into. I wanted the game to have an eye-catching presence on the store shelf, a visual style that *Hounded* could own, and one that could be both modern and timeless. Given the violent and brutal nature of foxhunting, a historic sport now banned in many countries, it was equally as important that the game's illustrations balance out its dark influence. The simplicity of *Hounded's* art style allows the players to fill in the details they wish to remember, letting the play-by-play visuals of the hunt take place within their imagination as well as the gameboard.

From its novel meeples to its tin packaging, I'm pleased with the design decisions and overall presentation you'll discover within *Hounded*. I feel like it has reached my goals of portability, being easy to learn yet challenging to master, and — most importantly — giving me that giddy excitement when victory is close at hand!

...

Clint Bohaty is the game designer and illustrator behind *Hounded*. For nearly a decade he has worked full-time as an independent storyteller through filmmaking, game design, and writing. He's written and published several tabletop RPG adventure modules, and somehow always ends up playing the halfling.





BIRTH OF EUROPE

# 878 - VIKINGS

## Invasions of England



### Forge the Destiny of a Kingdom!

Bring history to life in **878 - Vikings**. Thunder across England as invading Viking Berserkers and Norsemen searching for land and wealth, or gather Men-at-Arms as English royal Housecarls and noble Thegns to resist the onslaught of the Viking Hordes.

- Strategic and interactive play promotes teamwork.
- Easy to learn rules get everyone into the game.
- Depth of strategy gives hours of epic battles!

Ages: 10+, Players: 2-4, Playing Time: 1-2 hrs



Coming Soon - [AcademyGames.com](http://AcademyGames.com)





# WELCOME TO THE JUNGLE

**KINGZ**

**COL KGZ001..... \$25.00 | Available December 2016!**

The King of the Jungle is dead, and every able-bodied animal from around the world is coming together to do battle for the crown. It's going to take smarts, cunning, and guts if you want to rule over the animal kingdom. In *Kingz* from CMON and Ankama, two to five warriors will enter the arena with dreams of becoming royalty, but only one will walk away as the King!

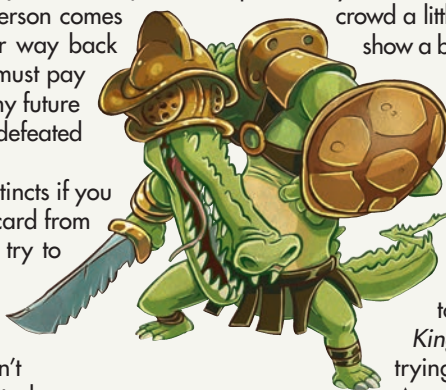
Games of *Kingz* are played out over several rounds consisting of seven turns each. Players choose their actions from a hand of cards, then reveal them simultaneously. The goal is to be the first animal to earn five Reputation points, or be the last animal left standing.

Everyone receives a hand of Action cards, three Armor tokens, a Bravery token, their specific animal screen, and a Rage! card. Then, choose a name for your animal warrior and scribble it in with a dry erase marker on the screen. Now, let's get ready to rumble!

Each turn is broken up into three steps. During the *Approach*, you'll select a card from your hand and place it, face down, in front of your screen. Once everyone has selected a card, it's on to step two, *Sparring*. The Sparring phase is when everyone reveals and executes their actions. Action cards have a speed value on them, and they're resolved in order from the fastest to the slowest. The final step of a turn is the *Pinning*. If a player has spent their last Armor token, they are pinned and at the mercy of the player who has bested them in combat. The pinned player can try to strike a deal, offering Reputation points, Bravery tokens, or even a future alliance, but it's up to the attacking player to accept the deal or not (this is where being a good salesperson comes in handy). If a player successfully negotiates their way back into the game, they gain three Armor tokens and must pay any agreed upon price, but they aren't bound to any future promises. If the deal is rejected, they have been defeated and must leave the arena in shame.

You're going to have to tap into your animal instincts if you want to become the next King. Choosing the right card from your hand of nine is the key to success. Will you try to play it safe or be aggressive?

The Action cards all relate to one another, so gauging the situation and anticipating what your opponents will do is the real trick. The Shield card isn't too flashy, but can be a good defense if you think an attack is coming your way that turn. The Gladius card costs a Bravery token to use. You call out the name of an opponent as you flip the card,



and unless that opponent used a Shield card, they lose an Armor token, and you gain a Reputation. If you play the Bravery card, you take a Bravery token and put it behind your screen. It could be used for a later attack, but every two is also worth a Reputation point. Throwing out a Net card is a gamble. If none of your opponents played a Shield, they all lose an Armor token, earning you a Reputation. But, if even one person played defense, you will lose an Armor. The Disarm card allows you to steal the card another player has in front of them and leave them to use the top card of your discard pile. Finally, what would a Royal Rumble be if you couldn't play to the crowd a little bit? The "Hail the Crowd" card allows you to show a bit of swagger, which an audience full of animals loves! If you don't get hit during the round you Hail the Crowd, you earn a Reputation point.

After seven turns, if there isn't a winner, you can gather your discard pile and prepare for another round of battle. However, the audience gets impatient quickly. If there's still no winner after two rounds, the animal with the most Reputation points will ascend to the crown.

*Kingz* is a cat-and-mouse game where you're trying to stay one move ahead of your opponents. A well-timed attack or a prescient defensive move can make you the king of the hill and the jungle. Just be careful — everyone's after the crown, and a savvy animal will try creative and sneaky ways to get there.

...

Sean Jacquemain is the Managing Editor and photographer of The Daily Worker Placement blog. He lives in Toronto, where he worked as a Game Guru and Manager at Snakes and Lattes Game Cafe.

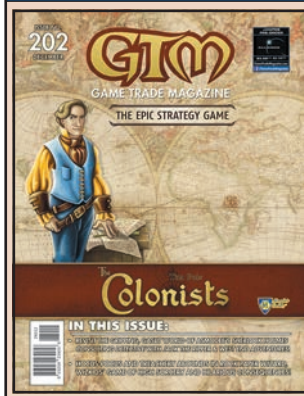




# GAMES

## ALLIANCE GAME DISTRIBUTORS

### SPOTLIGHT ON



#### GAME TRADE MAGAZINE #204

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game releases.

GTM 204 .....\$3.99

ART FROM PREVIOUS ISSUE

## APE GAMES

### THE GREAT DINOSAUR RUSH

The Great Dinosaur Rush, or the Bone Wars as they're otherwise called, were a period of incredible advancement in paleontology. In *The Great Dinosaur Rush*, players take on the roles of paleontologists in the late 1800's, competing to find the most lucrative dig sites, excavate the best bones, and build the most unique dinosaurs for the world's most prestigious museums. Gain notoriety by stealing bones, sabotaging dig sites, and otherwise impeding the other paleontologists. You'll need to play dirty if you want to win - just not TOO dirty!

IMP APE2600 .....\$50.00



## THE ARMY PAINTER



### WARPAINTS: PAINT SETS 2017

Scheduled to ship in February 2016

#### MEGA

TAP WP8021 .....\$125.00

#### STARTER

TAP WP8020 .....\$29.99

#### SUPER (LIMITED EDITION)

TAP WP8022 .....\$350.00

## ASMODEE EDITIONS



### CONAN: CROSSBOWMEN EXPANSION

Bolster the Overlord's ranks with the ten deadly crossbowmen from the *Crossbowmen Expansion* for the *Conan* board game. Dressed in light armor, and holding their crossbows at their hips, all ten of these soldiers are represented by identical, highly detailed plastic miniatures. You can deploy two groups as deadly archers, ready to sacrifice themselves to protect their leader, or deploy one of the groups as a specialized unit of snipers that ignores the first point of a hero's armor. Scheduled to ship in January 2017.

ASM CON06 .....\$24.99



### CONAN: YOGAH OF YAG EXPANSION

Battle your way through a world of swords and sorcery as a hulking, trans-cosmic hero! The *Yogah of Yag Expansion* for the *Conan* board game comes with everything you need to immerse yourself in Hyborian adventures as this strange, elephant-headed hero. First, there's the giant sculpted miniature, depicting Yogah of Yag poised for battle with his massive spear held aloft at his side. Then, there's the hero sheet that offers you access to his tremendous and sorcerous strength; Yogah of Yag is equally adept with either weapons or wizardry! Scheduled to ship in January 2017.

ASM CON20 .....\$24.99

# Lost in R'lyeh

The Card Game of Escaping  
Dread Cthulhu & Certain Madness



- Fast pace, quick turns, and dramatic transitions
- Giant tarot-sized cards with stunning edge-to-edge art
- Up to five powers per card lead to epic turns
- All players but one will escape, for a tense endgame!

## SECOND PRINTING IN STOCK NOW



2-6 players • 45 minutes • ages 13+

[atlas-games.com/lostinryleh](http://atlas-games.com/lostinryleh)

AG1370 • 978-1-58978-163-4 • \$14.95

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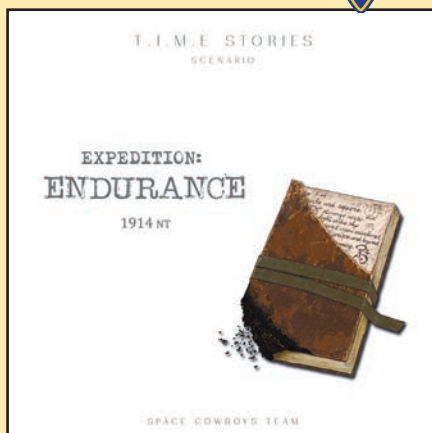


## FEATURED ITEM

TIME STORIES:  
EXPEDITION  
ENDURANCE  
EXPANSION

In *Expedition Endurance*, an expansion for *T.I.M.E. Stories*, time has burped and buckled around the year 1914 and the Expedition's Trans-Arctic Expedition. History says the expedition failed, but history is rapidly changing, and if you don't repair this temporal rift, history - and your reality - may fall apart completely! Scheduled to ship in January 2017.

ASM TS05 ..... \$29.99



## SPOTLIGHT ON



## WATSON AND HOLMES

Race to find the truth in the mysterious world of *Watson & Holmes*, a game of deduction and intrigue. Each aspiring detective will work alongside Sherlock Holmes in order to solve a series of mysterious cases. By visiting locations, speaking with witnesses, and deciphering clues, you will come to your own conclusions about the investigation, independent of your fellow detectives. Once you believe you have all the facts, you must present your findings to the brilliant Holmes and the good Dr. Watson. Answering every question correctly will lead you to victory, though one misstep and you will be forced to retire from the case, leaving the remaining investigators to accurately interpret the clues before it's too late! Scheduled to ship in January 2017.

ASM WAH01 ..... \$59.99

## ATLAS GAMES

## GLOOM: IN SPACE

In space, what's even the point of screaming? Make your rag-tag band miserable - then kill them - in *Gloom: In Space*! Fight your father, meddle with a monolith, and be troubled by tribbles while looking forward to the sure (and mercifully quick!) death of being nuked from orbit! Scheduled to ship in January 2017.

ATG 1334 ..... \$24.95



## AVALANCHE PRESS

SECOND WORLD WAR AT SEA:  
SEA OF IRON

World War II began when the German battleship Schleswig-Holstein opened fire in the early morning hours of September 1st, 1939. The war started on the Baltic Sea, and some of its very last actions took place there as well. *Sea of Iron* is a complete *Second World War at Sea* boxed game based on actions on the Baltic Sea between 1939 and 1945. Thirty-six scenarios track the operations and battles that took place (or could have taken place) between the fleets and air forces of Germany, Poland, Lithuania, Latvia, Estonia, the Soviet Union, Finland, and Sweden. Scheduled to ship in February 2017.

APL 0614 ..... \$79.99

## BRAIN GAMES

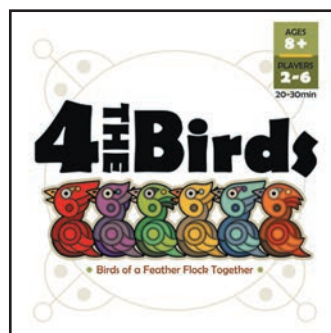


## LOGIC CARDS: KIDS

Train Your Brain! This set of 53 different *Logic cards* in various difficulty levels comes with instructions, answers, and a solutions app. Scheduled to ship in October 2016.

BGP 5199 ..... \$5.95

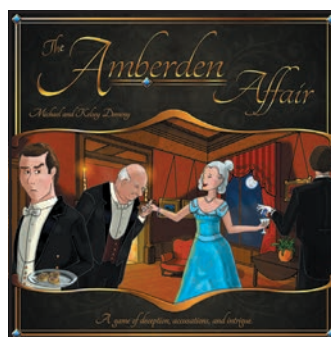
## BREAKING GAMES



## 4 THE BIRDS

*4 The Birds* is a fun, family-friendly game of four-in-a-row with twists like a 'pecking order' among birds, non-player crows and hawks that scatter the flock, and action cards that allow players to swoop in for a win! Scheduled to ship in October 2016.

BRK 1350 ..... \$40.00



## THE AMBERDEN AFFAIR

Conspiracy is Served! In *The Amberden Affair*, players are domestic servants for a grand soiree held in the esteemed Amberden Manor. But, while carrying out orders for three distinguished dignitaries, observant footmen realize that one of their own has malicious objectives that threaten the very lives of the ones they are there to serve. Identify the miscreant who's secretly poisoning the guests, while accomplishing your orders in the process. Scheduled to ship in October 2016.

BRK 1080 ..... \$30.00



## AURA

Outwit and bluff your way to victory in this casual, strategy card game. Scheduled to ship in January 2017.

BRK 1390 ..... \$30.00



## BILLIONAIRE BANSHEE

Would your friend date a Billionaire Banshee? Would your mom deny to spending the rest of her days with a narcoleptic who has a pet unicorn named Mr. Cinnamon? Knowledge of your friends and family's romantic "dos and don'ts" is crucial if you plan to win in *Billionaire Banshee*! Scheduled to ship in October 2016.

BRK 1549 ..... \$25.00



## BOOMTOWN BANDITS

You're all bandits trying to rob this boomtown blind! Take down the bank, train, stagecoach, and even the brothel in this frantic and fun, realtime, shoot em' up dice game! Scheduled to ship in October 2016.

BRK 1220 ..... \$40.00



## CACA: EL JUEGO

*CACA: El Juego* is the all-new, all-Spanish version of *Poop* that features brand-new, Spanish-flavored Wild Cards with English translations! Now you can practice Spanish while you Poop! Scheduled to ship in October 2016.

BRK 1004 ..... \$10.00





### CIRCULAR REASONING

A Mensa Select Recipient! In *Circular Reasoning*, players race to get all their tokens to the center of a circular board. The board alters itself as the game progresses, impacting how players interact with each other and how they intend to win. Scheduled to ship in October 2016.

BRK 1070.....\$30.00



### THE CUPCAKE DECK

Each of these 54 casino-quality playing cards features a beautifully intricate and visually scrumptious image of a unique cupcake. Get your fill of the world's most delectable cupcakes without the calories! Scheduled to ship in October 2016.

BRK 1090.....\$12.00



### THE GAME OF 49

Chips in a Row, Money Under the Table, Game on the Line! Start with \$49 cash and a simple goal: Place four of your chips in a row on the board. Outbid opponents to buy spaces as they are auctioned off, one-by-one. Do you hoard your cash and hope your winning number turns up next? Or spend big to keep an opponent's chip off the board? Do you have a choice? No one knows when the next Payoff card will surface to replenish everyone's bankroll. And you'll need every dollar to bid, bluff, and buy your way to four-in-a-row in *The Game of 49*! Scheduled to ship in October 2016.

BRK MG49.....\$25.00



### GAME OF PHONES

You've spent hours together: late night sitcom binges, getting lost on road trips, looking through your old photos. Your phone is practically your best friend. Now you can invite your phone to parties, too, instead of always leaving it out of the fun. Get to know your friends and their BFFs (i.e. their phones) with *Game of Phones*, the card game that puts your internet skills and jam-packed photoroll to good use. It's like a scavenger hunt on your phone! Scheduled to ship in October 2016.

BRK 1100.....\$20.00



### GOthic DOCTOR

In *Gothic Doctor*, players compete to treat and "cure" characters from Gothic literature, such as Mr. Hyde or Frankenstein's Monster. Scheduled to ship in October 2016.

BRK 1332.....\$30.00



### JACK ATTACK

Travel back to the days when pirates ruled the seas in *Jack Attack*, a trick-taking card game combining the best elements of *Hearts*, *Whist*, and *Bridge*. Scheduled to ship in October 2016.

BRK 1091.....\$10.00

**Tsuru**  
The game of the Path.

**Calliope Games**

Creating memories one game at a time.

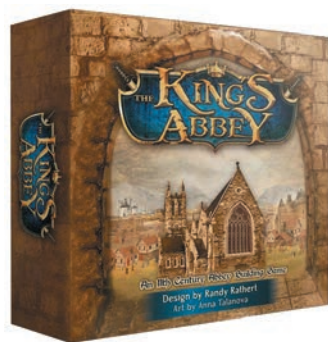
[www.CalliopeGames.com](http://www.CalliopeGames.com)



**KEEP CALM**

Keep Calm is the hilarious party game where players are thrust into ridiculous situations and must decide what they're going to do? What do you do if a gypsy curses you, forcing you to begin every sentence with a hashtag? Do you 'Keep Calm' and give up on life - or talk dirty? Scheduled to ship in October 2016.

BRK 1360.....\$25.00

**THE KING'S ABBEY**

The King's Abbey transports players to the 11th Century when great abbeys were a central part of the Middle Ages. Here, players lead an order of monks commissioned by King Sivolc to construct a great abbey to defend against the ever-increasing darkness that threatens to engulf the land. Players improve their abbey and gain prestige by training clergy, constructing towers and buildings, fighting off Viking attacks, and completing crusades. Scheduled to ship in January 2017.

BRK 1352.....\$60.00

**LETTER TYCOON**

Build words, buy letters, and score BIG! Use your hand of seven cards, plus any of the three community cards to make a word worth valuable money and stocks. Collect letter patents to earn royalties and invoke unique privileges. Patents, money, and stocks add up to victory! Create the most valuable alphabet empire and YOU can become the Letter Tycoon! Scheduled to ship in October 2016.

BRK 1055.....\$35.00

**MATCH PLUS**

Be the first to put the last chip down in Match Plus, the tabletop card & chip game. Scheduled to ship in October 2016.

BRK 1093.....\$30.00

**MOONQUAKE ESCAPE**

Get ready to face the challenges of the spinning, changing 3D surface of the doomed prison planet Zartacaton in MoonQuake Escape! A massive MoonQuake grants you sudden freedom from your captivity, but there's only one way to escape - the last rescue rocket! Along the treacherous journey, watch out for shifting and dangerous terrain, out of control defenses, and a relentless prison guard that's out to end your sentence - for life! Scheduled to ship in November 2016.

BRK 1355.....\$60.00

**NANO BUGS**

Nano Bugs comes with a regular deck of playing cards, but instead of jacks, kings, and queens, each card features the name and a caricature of a real microbe. Scheduled to ship in October 2016.

BRK 1382.....\$10.00

**PAIRS WILD WEST**

Pairs is a "new classic pub game" for 2-8 players. Scheduled to ship in October 2016.

BRK 1340.....\$10.00

**POCKET DUNGEON QUEST**

A handy, cooperative, tabletop adventure for 2-4 players, Pocket Dungeon Quest is an original board game made up entirely of tiles that represent a dungeon, monsters, and the items that could be found within. Choose a Hero, reveal the Dungeon, fight the Monsters, gather the Treasure - it's that simple! Scheduled to ship in October 2016.

BRK 1331.....\$30.00

**POOP: PUBLIC RESTROOM EDITION**

Make a Splash at Your Next Party with Poop! Poop is an Uno-like card game where the first player to run out of cards wins! Take turns pooping, but don't clog the toilet! With three simultaneous Toilets at play, plus Plungers, Septic Tanks, and Occupied Signs, this edition of Poop brings all the joy of Public Restrooms to your home! Scheduled to ship in November 2016.

BRK 1005.....\$10.00

**POOP: BROWN BAG COMBO**

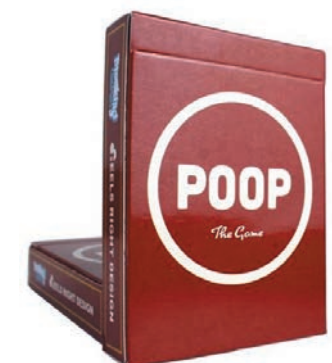
Make a Splash at Your Next Party with Poop! Poop is an Uno-like card game where the first player to run out of cards wins! Take turns pooping, but don't clog the toilet! Now you can ship Poop in a bag to anyone with the Brown Bag's built-in box! Scheduled to ship in October 2016.

BRK 1003.....\$20.00

**POOP: PARTY POOPER**

Make a Splash at Your Next Party with Poop! Poop is an Uno-like card game where the first player to run out of cards wins! Take turns pooping, but don't clog the toilet! Featuring all-new interactive Wild Cards and Higher Flow Toilets, this Party Pooper Edition is a standalone version of Poop that also pairs with any other edition for up to 10 players! Scheduled to ship in October 2016.

BRK 1002.....\$10.00

**POOP: THE GAME**

Make a Splash at Your Next Party with Poop! Poop is an Uno-like card game where the first player to run out of cards wins! Take turns pooping, but don't clog the toilet! Scheduled to ship in October 2016.

BRK 1011.....\$10.00

**SUDDEN DOZEN**

All it takes is a dozen donuts to learn fractions in Suddenly Dozen! Scheduled to ship in October 2016.

BRK 1351.....\$10.00

**SUDDENLY DRUNK**

Suddenly Drunk is a set of 54 cards which can easily be added to any turn-based board or card game, transforming it into a hilarious drinking game. Created by veteran Gaming Bar Event Manager and co-owner of board/card/video game bar Beta Bar Skaidris Gunsmith, Suddenly Drunk is the culmination of years of research in how people enjoy drinking and playing games. Scheduled to ship in November 2016.

BRK 1370.....\$10.00





### SUDDENLY DRUNK: HARDCORE EXPANSION

This *Hardcore Expansion* to *Sudden Drunk* introduces a whole new set of rules and games that raise the drinking to an entirely new level! Scheduled to ship in October 2016.

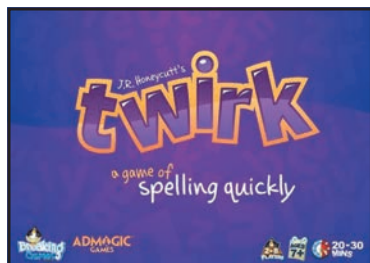
BRK 1371 .....\$10.00



### SUDDENLY DRUNK: SEXY EXPANSION

This *Sexy Expansion* introduces a whole new set of rules and games that make your *Sudden Drunk* game a little bit raunchy! Scheduled to ship in October 2016.

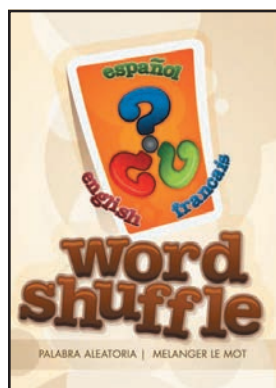
BRK 1372 .....\$10.00



### TWIRK

Race to spell five-letter words from a quick combination of dice and cards in *Twirk*! Scheduled to ship in October 2016.

BRK 1060 .....\$15.00



### WORD SHUFFLE

*Word Shuffle* is a spelling game - but one that can be played in English, French, and Spanish. Words are scored based on letter value and use of wild cards, and words from all three languages can be played simultaneously. Scheduled to ship in October 2016.

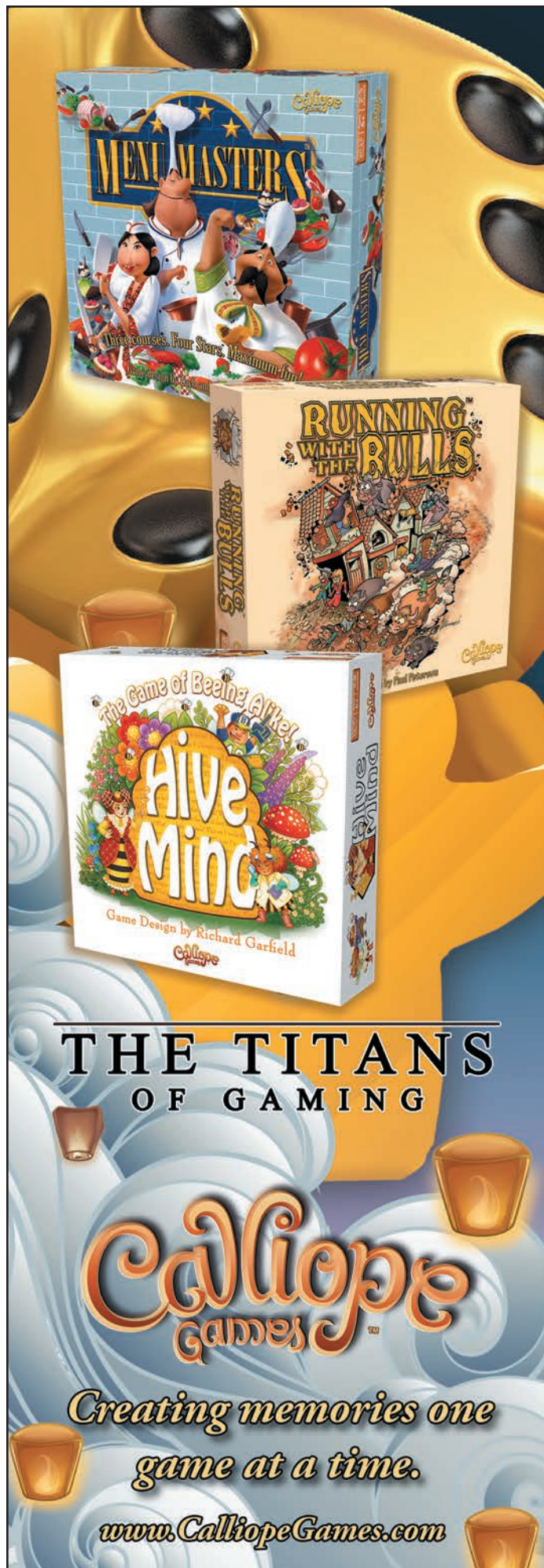
BRK 1115 .....\$15.00



### ZOMBIE SHUFFLE

Inconveniently, the *Zombie Apocalypse* is in full swing. Human flesh is the dish of the moment - coming highly recommended by gormless staggering zombies. Your aim? To survive said apocalypse and not develop a taste for brains (and drooling)! Scheduled to ship in October 2016.

BRK 1200 .....\$10.00



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### CATALYST GAME LABS



### SHADOWRUN RPG: COURT OF SHADOWS LIMITED EDITION HARDCOVER

*Court of Shadows* takes the award-winning rules of *Shadowrun*, 5th Edition to a setting that has always been part of the Sixth World but never fully detailed. The mysterious Seelie Court has long shaped the elven nation of Tr na nog and parts beyond, and this book dives into its secrets and the powers who lead it. Full of high fantasy and intrigue, *Court of Shadows* presents a new way to play for veteran *Shadowrun* players and newcomers alike, pitting them against the tricky, manipulative fae of the courts to see who will decide the future of the Sixth World.

PSI CAT27009LE .....\$74.99



## CEPHALOFAIR GAMES

**GLOOMHAVEN**

It's a grim, but lucrative business being a mercenary out on the edge of civilization. In *Gloomhaven*, a game of Euro-inspired tactical combat in a legacy world of shifting motives, players take on the role of wandering mercenaries with their own special set of skills and their own reasons for traveling to this remote corner of the world. Players must work together out of necessity to clear out menacing dungeons and forgotten ruins. In the process they will enhance their abilities with experience and loot, discover new locations to explore and plunder, and expand an ever-branching story fueled by the decisions they make. Scheduled to ship in December 2016.

IMP CPH0204.....\$120.00

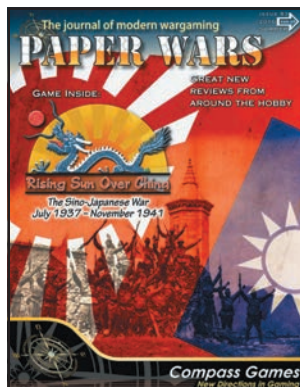
## CHAOSIUM

**RUNEQUEST RPG:****OLD SCHOOL RESOURCE PACK**

Kickin' it Old School! The *RuneQuest Old School Resource Pack* consists of four of the earliest RQ1/RQ2 supplements published: *Militia & Mercenaries*, *Scorpionmen & Broods*, *Trolls & Trollkin*, and the *Balastor's Barracks* scenario. Also included is *The Sea Cave*, an unpublished Glorantha scenario written by Greg Stafford. Scheduled to ship in October 2016.

CHA 4024.....\$49.95

## COMPASS GAMES

**PAPER WARS #83:****RIISING SUN OVER CHINA**

*Rising Sun Over China* simulates the Japanese invasion of China prior to World War II. The simple I-go-U-go game mechanics keep play fast and focused, while additional rules evoke the feel of 1930s China. Scheduled to ship in October 2016.

CPS 083.....\$46.95

## COOLMINIORNOT

**CTHULHU IN THE HOUSE**

Back a Monster! Hide Your Identity! Escape with your Sanity! Featuring silly, eye-catching artwork by fan-favorite illustrator John Kovalic (*Dork Tower*), *Cthulhu in the House* is a royal rumble to see which creature has the staying power to outlast their opponents. Scheduled to ship in November 2016.

COL RMB003.....\$24.99

**GEKIDO: BOT BATTLES**

Champions Aren't Made - They're Built! In the not-too-distant future, the most entertaining sport in the world requires killer reflexes, a passion to succeed, and a degree in science or engineering. Bot battling is all the rage, and *Gekido: Bot Battles* gives players the chance to enter the arena and face off in 30-minute fights. Six highly-detailed, full-color miniature Bots do battle and must contend with flames, lasers, and various other traps in the battle arena. The last bot standing takes home the electric glory! Scheduled to ship in February 2017.

COL GEK001.....\$64.99

**THE GODFATHER:  
THE BOARD GAME**

Make An Offer They Can't Refuse! Based on Francis Ford Coppola's *The Godfather* film franchise, *The Godfather: The Board Game* plunges players into the world of crime, corruption, and the Mafia in New York City. Keep your enemies close as alliances are made (and broken) as up to five competing Mafia families lie, cheat, and battle for control over the New York rackets and, most importantly, the favor of Don Corleone. Scheduled to ship in February 2017.

COL GDF001.....\$79.99

**KINGZ**

Royal Rumble! The King of the Jungle is dead, and every able-bodied animal from around the world is coming together to do battle for the crown. It's going to take smarts, cunning, and guts if you want to rule over the animal kingdom. In *Kingz*, two to five warriors will enter the arena with dreams of becoming royalty, but only one will walk away as the King! Scheduled to ship in January 2017.

COL KGZ001.....\$25.00

**KRONIA**

Win the Gods favor to rule the nation in *Kronia*! Scheduled to ship in February 2017.

COL KRO001.....\$24.99

**MASSIVE DARKNESS**

Bring Light to the Darkness! Long ago, a battle was waged between the Darkness and the legendary Lightbringers. Through magical craftsmanship, these warriors were equipped with powerful weapons and won the war. Now, the Darkness that had been vanquished is rallying all manner of wicked creatures to its cause. The legendary Lightbringers who once stood against it are no more, and it falls to a handful of untested heroes to gather their courage and venture into the dungeons to uncover the Darkness' plans, and stop them before it can spread throughout the land! It will take cunning, stealth, and savvy from a new generation of Lightbringers to defeat this ancient enemy - and endure the Massive Darkness! Scheduled to ship in February 2017.

COL MD001.....\$119.99

**MONSTROUS**

In *Monstrous*, the Game of Mythic Mayhem, players assume the role of Greek Gods, each with a team of Monsters at their disposal - and Zeus has commanded that they battle over ancient territory! By throwing monster cards from on high, players earn Faith points, attack opponents, and control land while unlocking monster and location powers. Scheduled to ship in February 2017.

COL GGP001.....\$29.99

**RAISE YOUR GOBLETs**

The King is Dead! Long Live the King! Otravia is a kingdom known as much for its beauty as it is for its rulers' unfortunate habit of dying by poison! Since death by old age is a thing of the past, everybody is dying to take on the role! In *Raise Your Goblets*, players vie for the position of the King by poisoning their opponents and surviving the toast, themselves. Add wine, poison, or antidotes to goblets, swap goblets, take a peek at a goblet, or call a toast. Many will croak, but with luck, memory, and bluffing, a new king will be crowned! Scheduled to ship in December 2016.

COL RYG001.....\$49.99



# SHADOWRUN

## SIXTH WORLD CAROT



[CATALYSTGAMELABS.COM](http://CATALYSTGAMELABS.COM)

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## CORVUS BELLI

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CVB 280582-0611 .....\$22.54



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#### YU JING ZHANSHI (TROOPS OF THE BANNER) (4)

CVB 280387-0609 .....\$34.97

## CUBICLE 7



#### CALL OF CTHULHU: WORLD WAR CTHULHU - COLD WAR - SECTION 46 OPERATIONS MANUAL HARDCOVER

The line between spy and criminal is often so thin as to be invisible. A good spy needs to lie convincingly, break into places he or she doesn't belong, forge documents, steal secrets, blackmail potential informants and, when all else fails, kill with ruthless efficiency. Above all, they need to evade capture while doing all these things. Section 46 operates even further in the shadows than most intelligence organizations. Their activities are unsanctioned, their methods brutal, and their enemies sometimes inhuman. *The Section 46 Operations Manual* is a handbook for *World War Cthulhu: Cold War* players, designed to teach them how best to succeed and survive in this murky world of 1970s espionage, or at least how to delay the inevitable for as long as possible. Scheduled to ship in January 2017.

PSI CB71971 .....\$24.99



#### DOCTOR WHO TIME CLASH: STARTER SET

In *Doctor Who Time Clash*, the Doctor and the Daleks are locked in a desperate struggle for the fate of the universe! You'll play cards representing plans, threats, tech, and quips to stacks that represent the time of the struggle, the Doctor's companion, and the enemy's influence. The opposing sides also compete to control the Doctor's location, which activates or deactivates crucial powers. Either one of the Doctor's desperate gambits will succeed, or the Daleks' pressing threats will crush him!

*Doctor Who Time Clash* comes complete with two 24-card decks, nine game arcs, a TARDIS pawn, custom wooden die, scoring tokens, a flipping counter, and a rulebook. Scheduled to ship in January 2017.

PSI CB72111 .....\$29.99

#### DOCTOR WHO RPG: DELUXE DICE SET

From the dice masters at Q-Workshop comes this deluxe dice set for the *Doctor Who Roleplaying Game* packed with six 6-sided dice featuring the TARDIS as the "6" face, Dalek as "1" face, and fan-favorites like cybermen, K9, and UNIT soldiers for the pips.

PSI CB71130 .....\$14.99



#### DUNGEONS & DRAGONS RPG: ADVENTURES IN MIDDLE-EARTH - LOREMASTER'S GUIDE HARDCOVER

*Adventures in Middle-earth: The Loremaster's Guide* contains copious setting information for the Loremaster including advice on running Middle-earth games, rules for treasure, expanded Journey rules, and a Middle-earth bestiary. Scheduled to ship in January 2017.

PSI CB72301 .....\$39.99



#### THE ONE RING RPG: DELUXE DICE SET

From the dice masters at Q-Workshop comes this deluxe dice set for use with *The One Ring RPG*: six 6-sided dice and one 12-sided die with the Eye of Sauron and Gandalf Rune.

PSI CB71020 .....\$17.99

## DAILY MAGIC GAMES



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Amid the onslaught of monsters and petty squabbles of the Dukes and Duchesses, the Guild Masters of New Shilina work behind the scenes to make sure the Kingdom prospers. As one of the famous Guild Masters of Valeria, you conduct most of your business in the glorious Gutrot Tavern located in the heart of New Shilina. It's not enough to hire the best citizens to send on quests – you must also leverage their skills to gain the upper hand. Outwit your fellow Guild Masters by creating a cascade of fruitful actions to bring prestige to your guild and win the admiration of the King and the citizens of Valeria! A unique tableau-building game, *Quests of Valeria* is a standalone prequel to *Valeria: Card Kingdoms*. Scheduled to ship in February 2016.

DMG QOV001 .....\$25.00



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## DAYS OF WONDER



### MEMOIR 44: THE BATTLE MAP SERIES II - V1 THE BATTLES OF KHALKHIN-GOL

The Battles of Khalkhin-Gol is a series of battles fought along the Halha River (Khalkhin-Gol), on the Soviet-Japanese border, at the very beginning of World War II. The Japanese Sixth Army was facing the Soviet 57th Special Corps, including the Mongolian cavalry. At first, the battles were only short skirmishes, but it soon escalated into open war. The whole campaign lasted five months and ended with a Soviet victory. This expansion also includes six Soviet BA-10 Armored Cars and six Japanese Type 97 Te-Ke tankettes. Scheduled to ship in January 2017.

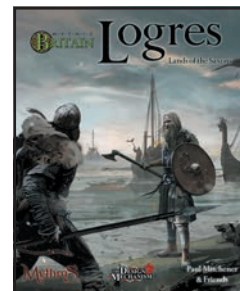
DOW DO7325.....\$28.00

## THE DESIGN MECHANISM

### MYTHRAS RPG: MYTHIC BRITAIN - LOGRES: LAND OF THE SAXONS

Exploring the world of the Saxons in 6th Century Britain, *Mythic Britain: Logres* delves into Saxon culture, society, religion, and beliefs, bringing life to these enigmatic invaders from the Germanic lowlands of northern Europe. Scheduled to ship in January 2017

TDM TDM210.....\$29.99



### MYTHRAS RPG: MYTHIC ROME

*Mythic Rome* encapsulates the dark and gritty past, allowing players to take part in the founding of Rome as a bandit on the Tiber, to overthrow the tyrannical seven kings, conquer the rival Etruscan city states, watch the city be sacked by Gauls, battle Hannibal during the Punic Wars, take part in the malevolent Bacchanalian conspiracy, fight alongside Spartacus (or against him), or choose sides during the civil war between Caesar and Pompey. Scheduled to ship in October 2016

TDM TDM220.....\$34.95

## EVIL HAT PRODUCTIONS



### FATE RPG: KAIJU INCORPORATED HARDCOVER

This *Fate* Core sourcebook contains rules and information for creating different types of Kaiju cleanup crews, mode-based character generation, and hybrid stunts, plus a Kaiju attack checklist to help GMs easily plot their next session or campaign, and plenty of pre-generated Kaiju and corporate employers to get your crew started. Scheduled to ship in February 2017.

EHP 0027.....\$20.00

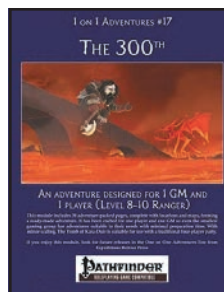
### KAIJU INCORPORATED: THE CARD GAME

Make money, construct buildings, and research products related to the war on Kaiju to insure your company's domination! Can you lead your company to success and prosperity amidst the rubble and constant threat of blob attacks? Who will corner the market on Kaiju-skin handbags? Find out in *Kaiju Incorporated*, the Card Game of Monster Profits! Scheduled to ship in February 2017.

EHP 0026.....\$20.00



## EXPEDITIOUS RETREAT PRESS



### PATHFINDER: 1-ON-1 ADVENTURES #17 -THE 300TH

The complex, an ancient dwarven fortification, once guarded a cross-mountain tunnel to the civilized lands beyond. If the stirring forces of the frost giant Jarl pass through this tunnel unmolested, they are sure to bring death and destruction to the undefended peoples. As the last of the 300, you must prevent this! *The 300th* is a Pathfinder-compatible adventure designed for a GM and a single player (Level 8-10 Ranger). Scheduled to ship in November 2016.

IMP XRP6017.....\$18.00

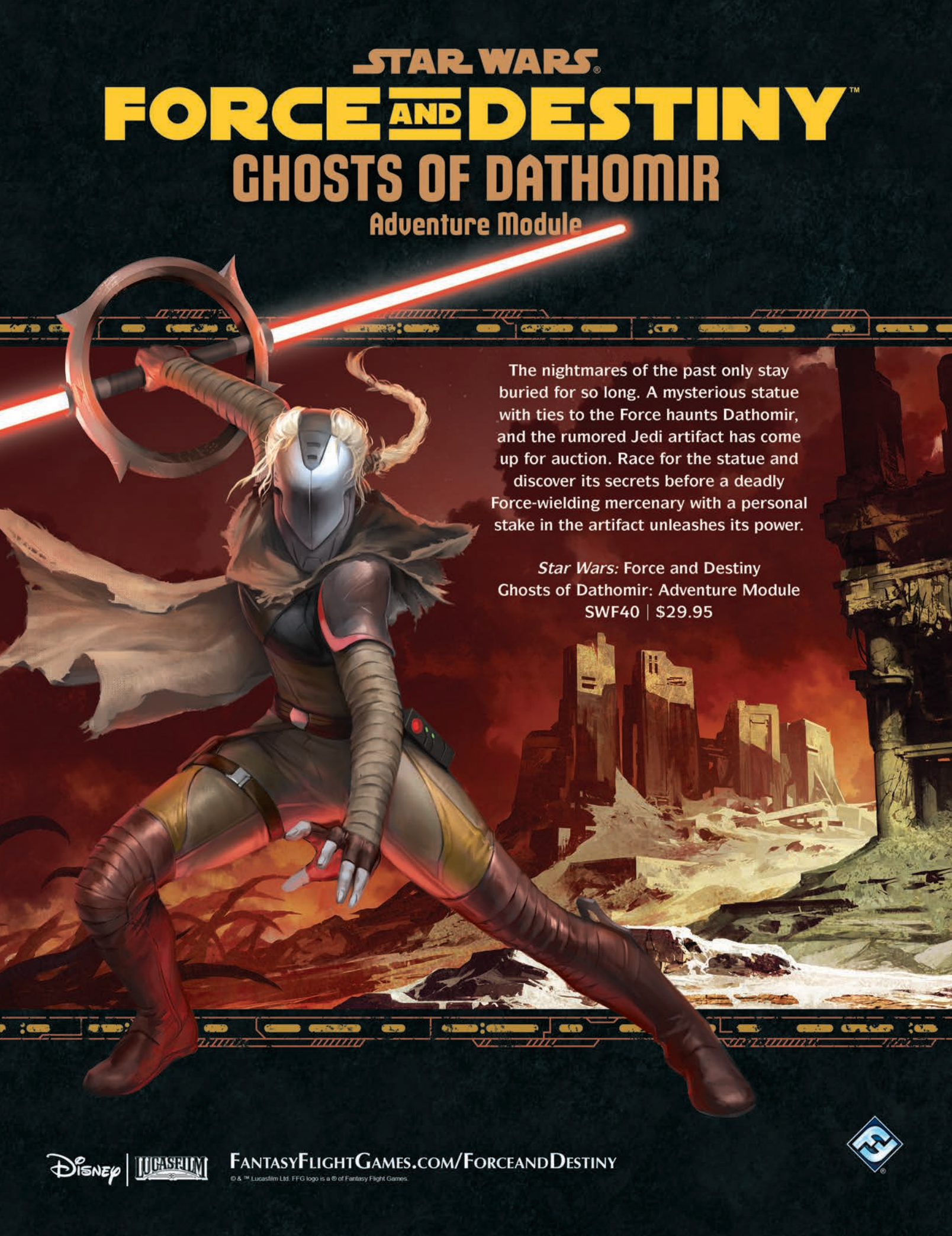


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## GHOSTS OF DATHOMIR

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The nightmares of the past only stay buried for so long. A mysterious statue with ties to the Force haunts Dathomir, and the rumored Jedi artifact has come up for auction. Race for the statue and discover its secrets before a deadly Force-wielding mercenary with a personal stake in the artifact unleashes its power.

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## FANTASY FLIGHT GAMES



### ANDROID NETRUNNER LCG: DAEDALUS COMPLEX DATA PACK

Start Seeing Red! *Android: Netrunner* goes to Mars with *Daedalus Complex*, the first Data Pack in the *Red Sand Cycle*. Named after the foundation for a space elevator similar to the Beanstalk on earth, *Daedalus Complex* introduces sixty cards (three copies each of twenty different cards) that explore the red planet's rugged, semi-lawless nature and the myriad opportunities for cybercrime that exist among its different factions. New run events, resources, ice, assets, and upgrades permit a variety of deck types, as does a new Weyland identity. Scheduled to ship in January 2017.

FFG ADN43 ..... \$14.95



### ARKHAM HORROR LCG: THE MISKATONIC MUSEUM MYTHOS PACK

Delve more deeply into the mysteries of *Arkham Horror: The Card Game* with *The Miskatonic Museum*. The first Mythos Pack in *The Dunwich Legacy*, *The Miskatonic Museum* requires encounter sets from *The Dunwich Legacy* deluxe expansion and serves as the third adventure in that expansion's multi-layered campaign, pitting you and your friends against a shadowy horror. Meanwhile, twenty-six new player cards (two copies each of thirteen different cards) allow you to better outfit your investigator and adapt to the numerous mind-melting challenges you'll face in a world of supernatural terrors! Scheduled to ship in January 2017.

FFG AHC03 ..... \$14.95



### MANSIONS OF MADNESS 2ND EDITION: BEYOND THE THRESHOLD EXPANSION

The horrors of *Arkham* continue to haunt you in *Beyond the Threshold*, the first expansion to *Mansions of Madness Second Edition*. Featuring two new investigators, one new monster type, and dozens of cards and tokens, this expansion integrates seamlessly with the existing components and scenarios. The expansion also introduces both new gameplay elements and unique insanity effects for the investigators who are unable to bear the terror. Plus, two brand-new scenarios come with *Beyond the Threshold*, leading to countless hours of suspenseful investigation and thrilling terror. Scheduled to ship in January 2017.

FFG MAD23 ..... \$39.95



### RUNEWARS: THE MINIATURES GAME

For years, the armies of Waiqar the Undying have stayed within their borders, launching only minor raids across the border. But now, a nameless threat stirs within the Mistlands, and legions of undead cross into the realm of Terrinath under Waiqar's command! The Daqan Lords have sounded the call to war, and their finest generals lead armies of warriors and golems to take up defensive positions in the border territory of Roth's Vale. The first battles of the next great war are about to begin in *RuneWars: The Miniatures Game*! Innovative command tools, two distinct factions, forty-eight beautifully sculpted, unpainted figures, and countless ways to customize your campaigns combine to offer an unparalleled miniatures gaming experience in *RuneWars*. Scheduled to ship in February 2017.

FFG RVM01 ..... \$99.95



### STAR WARS LCG: POWER OF THE FORCE FORCE PACK

Just as the Force moves throughout the entire galaxy, binding and connecting all lifeforms, there's a new spark of rebellion moving across the galaxy. In *Power of the Force*, the fifth Force Pack in the *Opposition Cycle* for *Star Wars: The Card Game*, you'll find plenty of new Specter cards reaching across affiliations, even as other cards play into the feuds between factions. With a completely new fate card focusing on Specter units, and iconic characters and vehicles like Ezra Bridger, Hera Syndulla, the Ghost, and "Howrunner" joining the game, there's never been a better time to declare your allegiance and join the fight for the galaxy. Scheduled to ship in January 2017.

FFG SWC35 ..... \$14.95

### STAR WARS RPG: FORCE AND DESTINY - GHOSTS OF DATHOMIR HARDCOVER

The dark side is calling you in *Ghosts of Dathomir*, an adventure supplement for the *Star Wars: Force and Destiny* Roleplaying Game. When a mysterious and powerful artifact suddenly surfaces on Toydaria, you embark on a journey into the lawless Outer Rim. Along the way you'll enter negotiations with a ruthless Hutt kajidic, experience relentless Force visions, and discover some of the darkest secrets of the galaxy! Scheduled to ship in January 2017.

FFG SWF40 ..... \$29.95



## FLYING FROG PRODUCTIONS



### SHADOWS OF BRIMSTONE: SAND KRAKEN XXL SIZED ENEMY PACK

Scheduled to ship in December 2016.

FFP 07E11 ..... \$34.95

## SPOTLIGHT ON



### ELDRITCH HORROR: THE DREAMLANDS EXPANSION

Descend into a world of sleep and splendor with *The Dreamlands*, the latest expansion for *Eldritch Horror*. As the realm of dreams leaks into our waking world, you'll find eight new investigators that stand united against two insidious Ancient Ones: Altach-Nacha the Dreamweaver and Hypnos, the Lord of Sleep. With a massive array of new Spells, Conditions, Assets, Adventures, Mythos cards, and encounters for every location, *The Dreamlands* promises adventures unmatched by anything in the waking world. Scheduled to ship in January 2017.

FFG EH07 ..... \$49.95

### THE LORD OF THE RINGS LCG: BENEATH THE SANDS ADVENTURE PACK

As several of Middle-earth's greatest heroes continue along a perilous journey through hostile lands, they must pause to rescue their friends from a nest of giant desert spiders! The third Adventure Pack in the *Haradrim Cycle* for *The Lord of the Rings: The Card Game*, *Beneath the Sands* introduces a new Gondor hero while twenty-seven player cards (three copies each of nine different cards) feature the new Scout keyword and a new side quest to help you find the way or forge your own. Scheduled to ship in January 2017.

FFG MEC58 ..... \$14.95







**SHADOWS OF BRIMSTONE:  
SWAMP RAPTOR OF JARGONO  
XL SIZED ENEMY PACK**  
Scheduled to ship in December 2016.  
FFP 07E10 ..... \$24.95

## THE FORGE STUDIOS



**THE FELLOWS HIP MOVIE**  
Randall Dooley (Justin Moe) is a geek. His three best friends are geeks, too, he works in a game shop, he spends all his free time playing online games, his older brother bullies him unmercifully, his widowed mom doesn't understand him, and he's hopelessly in love with the prettiest cheerleader in high school. In short, he's a loser. All of that changes when he hears of the Lord of the Rings gaming competition in Orlando, Florida. Finally! Meaning in life! *The Fellows Hip* is a buddy-comedy written for everyone, in honor of online gamers and *The Lord of the Rings* fans. Scheduled to ship in November 2016  
FGS TFH001B ..... \$11.99

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COTTON GAMER BAG 5" X 7"**  
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## GALE FORCE NINE

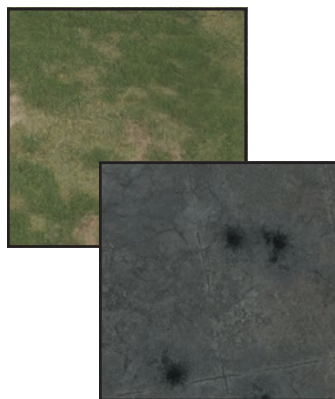


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Explore strange, new worlds on this richly detailed, 36" x 36" Galactic Map crafted from durable, waterproof vinyl with Nebulas marking recommended starting points for three and four player games for quick set-up. Scheduled to ship in December 2016.  
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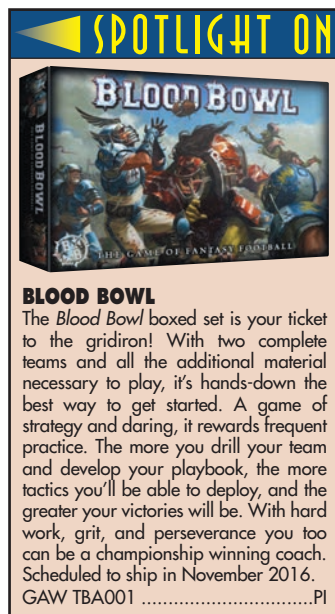
**TANKS: US M10/M36**  
Scheduled to ship in November 2016.  
GF9 TANKS25 ..... \$9.99

## GAMES & GEARS



**BATTELMATS**  
All mats come in a cylinder zipper bag  
Scheduled to ship in December 2016.  
CONCRETE 3' X 3' GNG 00001 ... \$50.00  
CONCRETE 4' X 4' GNG 00003 ... \$60.00  
GRASS FIELD 3' X 3' GNG 00000 ... \$50.00  
GRASS FIELD 4' X 4' GNG 00002 ... \$60.00

## GAMES WORKSHOP



**BLOOD BOWL**  
The *Blood Bowl* boxed set is your ticket to the gridiron! With two complete teams and all the additional material necessary to play, it's hands-down the best way to get started. A game of strategy and daring, it rewards frequent practice. The more you drill your team and develop your playbook, the more tactics you'll be able to deploy, and the greater your victories will be. With hard work, grit, and perseverance you too can be a championship winning coach. Scheduled to ship in November 2016.  
GAW TBA001 ..... PI

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## WARHAMMER



**AGE OF SIGMAR STORMCAST  
ETERNALS LORD-VERITANT**  
GAW 96-25 ..... \$33.00

## WARHAMMER 40K

**BATTLE MAT - CITY RUINS**  
GAW 64-21 ..... \$85.00



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GAW 51-40-60 ..... \$50.00

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GAW 51-42-60 ..... \$13.50



**GENESTEALER CULTS  
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**GENESTEALER CULTS DICE**  
GAW 66-89 ..... \$20.00

**GENESTEALER CULTS GOLIATH**  
GAW 51-53 ..... \$60.00



**GENESTEALER CULTS LEMAN RUSS**  
GAW 51-58 ..... \$55.00



**GENESTEALER CULTS NEOPHYTE  
HYBRID ARMoured CLAW**  
GAW 51-56 ..... \$55.00

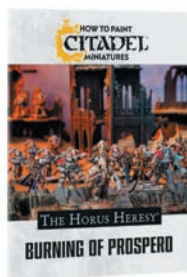


**GENESTEALER CULTS  
NEOPHYTE HYBRIDS**  
GAW 51-52 ..... \$40.00



**GENESTEALER CULTS  
NEOPHYTE HYBRID SQUAD**  
GAW 51-57 ..... \$45.00





**HOW TO PAINT:  
BURNING OF PROSPERO**  
GAW HH-02-60 .....\$10.00



**HOW TO PAINT:  
GENESTEALER CULTS**  
GAW 51-41-60 .....\$10.00



**SPACE MARINES HORUS HERESY -  
BURNING OF PROSPERO**  
GAW HH2-60 .....\$150.00



**SPACE MARINE  
STRIKEFORCE ULTIMA**  
GAW 48-90 .....\$250.00

## WARHAMMER QUEST



**SILVER TOWER HERO CARDS**  
GAW WQ-02-60 .....\$25.00



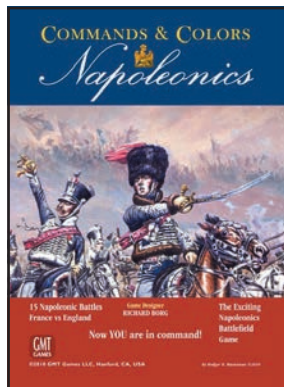
**ARCANE HEROES**  
GAW WQ-11 .....\$55.00

## GIGAMIC

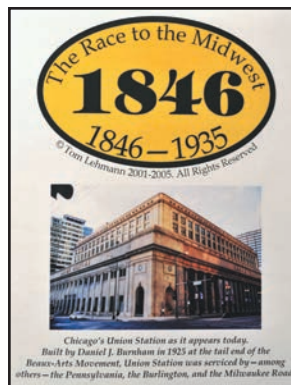


**POW**  
Are you ready to make a hit?! In Reiner Knizia's POW!, players are comic book writers competing to make the best comic book. Their goal is to make a stack of the most valuable Superheroes, but players must also make a stack of Supervillains, as well. Everybody knows a good story features just the right balance between good and evil. Players can roll the dice up to three times to take a tile. But, beware! With the right roll your opponents could steal your best characters! Who will win this creative battle? Scheduled to ship in January 2017.  
PSI GBPO .....\$14.99

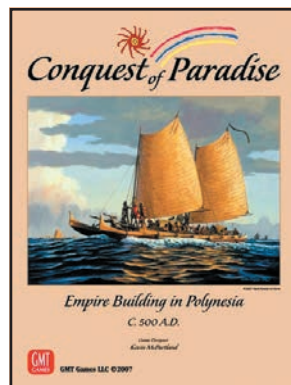
## GMT GAMES



**COMMAND AND COLORS:  
NAPOLEONICS EPICS**  
Featuring two game systems in one – the Epic Battles system and the La Grande Battles system - EPIC Napoleonics, the sixth expansion for the Commands & Colors Napoleonics series, allows for fighting larger battles with more units. Included in this expansion are six scenarios that focus on key phases of the battle of Austerlitz, 2 December 1805, as well as 12 EPIC engagements and two La Grande Battle scenarios. Scheduled to ship in November 2016.  
GMT 1608 .....\$75.00



**1846**  
Five competing railroads, in search of Midwestern grain and markets, crossed the Appalachian mountains in the early 1850s: the New York Central, Erie, Pennsylvania, Baltimore & Ohio, and, via Canada, the Grand Trunk, backed by Boston merchants. In front of them were literally hundreds of failed local railroads, most existing only on paper, but a few had laid bits of track and acquired locomotives, before running out of capital and being sold to Eastern interests in 1846. Can you knit together these private companies and Eastern railroads to form the most profitable rail network in the Midwest, stretching to Chicago and St. Louis and connecting East and West? Scheduled to ship in November 2016.  
GMT 1605 .....\$69.00



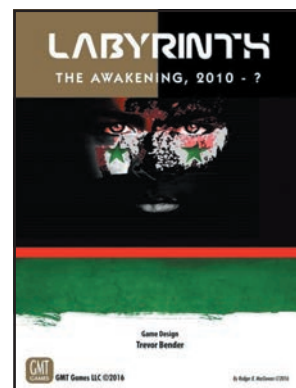
**CONQUEST OF PARADISE  
DELUXE 2ND EDITION**  
A game of empire building in the "Polynesian Triangle" of the central Pacific Ocean, players in Conquest of Paradise explore the unknown ocean around them, hoping to discover the most lucrative island groups and colonize them. Build canoes and train warriors to create a force to defend your empire while forging lines of communication with your developing discoveries. Scheduled to ship in November 2016.  
GMT 1609 .....\$57.00



**FAST ACTION BATTLE: GOLAN '73**  
Michael Gustavsson teams up with Fast Action Battles series designer Rick Young for Golan '73, taking players to the Golan Heights on October 6, 1973, during the holiday of Yom Kippur, where the silence on the Heights was disrupted by the thunder of tanks, guns, and aircraft when a Syrian assault was launched.  
GMT 1516 .....\$65.00



**GRAND PRIX**  
You've swapped paint and mixed it up with the good ol' boys. But are you ready for a new challenge? The global stage is calling and now is your chance to step up into the big time. It's time to race in the Grand Prix! Utilizing the Thunder Alley movement classes of solo, line, pursuit, and lead movement, Grand Prix features tight tracks including Bucketeo Park, Circuito Tomas Gomez, Vasel Towers, and Niedra Cebulskie Speedway, which are all compatible with Thunder Alley.  
GMT 1517 .....\$69.00



**LABYRINTH: THE  
AWAKENING EXPANSION**  
On December 17, 2010, Tunisian street vendor Mohamed Bouazizi committed an act of self-immolation to protest harsh treatment by local authorities. His sacrifice brought down the Tunisian government a month later and sparked a popular movement - the Arab Spring - that spread across the Muslim world. The Western world struggled with how to influence these disparate struggles for good, while Jihadists and other reactionary elements deftly maneuvered to fill the power vacuums created. Labyrinth: The Awakening, 2010 - ? expands on Labyrinth: The War on Terror, 2001 - ?, a card-driven boardgame simulating at the strategic level the ongoing bid by Islamic extremists to impose their brand of religious rule on the Muslim world.  
GMT 1604 .....\$35.00



## GRAIL GAMES

### JEJU ISLAND

What Will You See Beside the Sea? In Jeju Island, players travel around Jeju, the most beautiful island in Korea, gathering sightseeing tiles along the way, then use them to collect point cards with special effects. The player with the most points wins! IMP GRL2730 .....\$29.95



## GREATER THAN GAMES



### SENTINELS OF THE MULTIVERSE: SHATTERED TIMELINES AND WRATH OF THE COSMOS

Time and Space collide in this double-expansion to *Sentinels of the Multiverse*! The timelines that make up the Multiverse roil as otherworldly entities battle across alternate realities! In *Shattered Timelines*, heroes stand with new allies against villains that travel and transcend time itself! While in *Wrath of the Cosmos*, heroes must join forces to defend the world from threats from beyond our galaxy. This combined set includes four powerful heroes, eight unique villains, and four perilous environments, involving new mechanics and challenges never seen before, all while expanding the options and dangers of *Sentinels of the Multiverse*. Scheduled to ship in January 2017.

GTG SOTM-STWC .....\$39.95

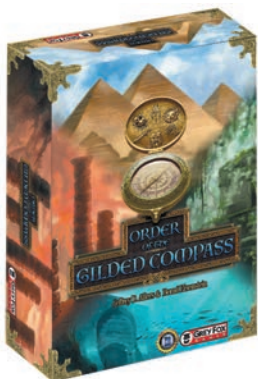
## GREY FOX GAMES



### LONDON DREAD

It is the late 1890s. The British Empire stretches around the globe. London has grown to become the greatest city in the world. It is a time of innovation, prosperity, and expansion. But, every paradise has a snake, and in the heart of the capital, something terrible is writhing. Will you live through the night? Will you survive the London Dread? In *London Dread*, a realtime, cooperative game of Victorian Horror, players take on the role of intrepid investigators trying to uncover sinister plots, solve mysteries, and exorcise supernatural shenanigans on the grim, gritty, mean streets of London. Follow the trail of blood, gain powerful artifacts, and unravel the evil that stirs in the city. Supported by a free timer-app that provides tailor-made soundscapes and professional voice acting narrative, *London Dread* combines realtime programming and dice-driven investigations to create a deeply immersive experience.

GFG 96751 .....\$59.99



### ORDER OF THE GILDED COMPASS

In *Order of the Gilded Compass*, players take on the role of treasure hunters seeking invitation to join the most prestigious of archaeological secret societies by scouring the globe to unearth fantastic and valuable artifacts. Acquire treasure maps, hire specialists, dive for sunken artifacts, discover rare finds at the auction house, and enlist the aid of the Illuminati.

GFG 96750 .....\$39.99

AGES 8+ | 1-3 HRS | 1-10 PLAYERS

EXPERIENCE THE 22 WONDERS OF

# PYRAMID

## ARCADE

LOONEY LABS

### Petri Dish

Dominate the dish by eliminating the other germs.

## PYRAMID

### ARCADE



## HACK & SLASH GAMES

OFFERED AGAIN



### O/A OPHIDIAN 2360: STARTER DECKS

*Ophidian 2360: Survival of the Fittest* is an all-new, expandable card game of futuristic gladiatorial combat! Each Starter Set contains two opposing, 55-card decks and an instructions reference sheet.

- A - MENTAL BLOCK VS. WARRIOR'S RESOLVE**  
HSG OPH2360-A .....\$24.99
- B - WAR MACHINE VS. BIO-HAZARD**  
HSG OPH2360-B .....\$24.99
- C - THE ART OF WAR VS. OTHERWORLD ALLIES**  
HSG OPH2360-C .....\$24.99

## HASBRO

### SPEAK OUT

Prepare for laugh-out-loud fun in *Speak Out*, the Ridiculous Mouthpiece Challenge Game, as players try to say different phrases while wearing a mouthpiece that won't let them shut their mouth! Scheduled to ship in October 2016.

MLB C2018 ..... PL



## HAWK WARGAMES

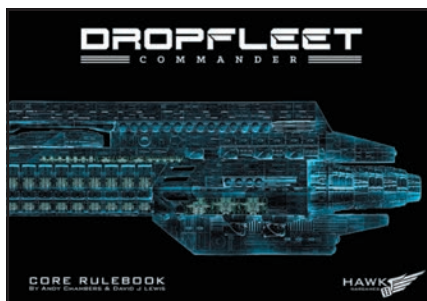
### DROPFLEET COMMANDER



#### 2-PLAYER STARTER SET

The *Dropfleet Commander* 2-Player Starter Set includes two fleets of ships: The brave United Colonies of Mankind, fighting to retake humanity's lost worlds, and the insidious Scourge, parasitic oppressors who will stop at nothing to enslave and subjugate all the human race holds dear.

HWG HDF-10002 .....\$99.00



#### CORE RULEBOOK

*Dropfleet Commander* is planetary invasion wargame where players command destructive fleets of void-capable ships and battle for control of planets, fighting for the future of mankind! Bringing a galaxy of ship-to-ship combat, tactical gameplay, and rich, exciting background from the world of *Dropzone Commander*, players in *Dropfleet Commander* take command of orbital battle fleets vying for control of the Cradle Worlds; Humanity's home planets for hundreds of years, now under the tyrannical control of the parasitic Scourge race. This core rulebook contains everything you need to immerse yourself in the war-torn void of the 27th century, including in-depth background into the forces, theatres, ships, and history of this violent epoch, information on orbital bombardment, ground assault, and mastery of the orbital layers, and full fleet lists for four varied factions: the stalwart United Colonies of Mankind (UCM), the aggressive alien Scourge, the powerful Post Human Republic (PHR), and the highly advanced Shaltari Tribes. Also included is a wide selection of scenarios and a campaign framework for *Dropfleet Commander*, as well as guides to integrating the game with *Dropzone Commander*.

HWG HDF-10001 .....\$30.00



#### ACTIVATION CARDS

HWG HDF-10003 .....\$12.00



#### MARAUDER MEDIUM DROPSHIP

HWG HDF-22001 .....\$15.50



#### MODULAR SPACE STATION PACK

HWG HDF-99003 .....\$16.00

#### DESPOILER HEAVY DROPSHIP

HWG HDF-21001 .....\$31.00



#### PHR CRUISER BOX

HWG HDF-34002 .....\$18.00

#### INTRUDER ALPHA LIGHT DROPSHIPS

HWG HDF-23001 .....\$16.00



#### PHR FRIGATE BOX

HWG HDF-34003 .....\$18.00

#### INTRUDER BETA LIGHT DROPSHIPS

HWG HDF-24001 .....\$16.00

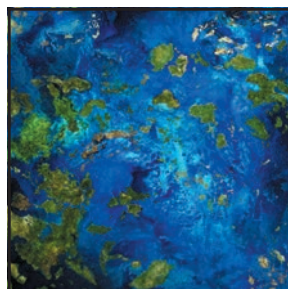


#### PHR STARTER FLEET

HWG HDF-34001 .....\$60.00

#### LAUNCH ASSET PACK

HWG HDF-10004 .....\$29.00



#### MAP PACK

HWG HDF-99001 .....\$22.00



#### SCOURGE CRUISER BOX

HWG HDF-32002 .....\$17.50



#### SCOURGE FRIGATE BOX

HWG HDF-32003 .....\$15.50





**SCOURGE STARTER FLEET**  
HWG HDF-32001.....\$60.00



**UCM STARTER FLEET**  
HWG HDF-31001.....\$60.00



**SECTORS PACK**  
HWG HDF-99002.....\$32.00



**SHALTARI CRUISER BOX**  
HWG HDF-33002.....\$16.00



**SHALTARI FRIGATE BOX**  
HWG HDF-33003.....\$16.00



**SHALTARI STARTER FLEET**  
HWG HDF-33001.....\$60.00

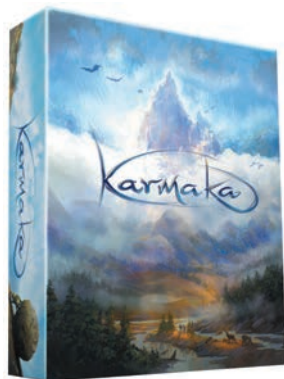


**UCM CRUISER BOX**  
HWG HDF-31002.....\$17.00



**UCM FRIGATE BOX**  
HWG HDF-31003.....\$19.00

## HEMISPHERE GAMES



### KARMAKA

Beginning as lowly Dung Beetles, players in *Karmaka* climb their way up the Karmic Ladder, life-after-life, racing to achieve Transcendence. But, what goes around comes around, and your actions may come back to haunt you in the next life... Scheduled to ship in November 2016.  
HEM 001 .....\$30.00

## IDW GAMES



### MINE ALL MINES: A DWARVEN MINING GAME

Mine the caves of the rocky highlands and forge the materials you find into glorious jewelry to please the Dwarf King. *Mine All Mines* puts you in control of a clan of dwarves who you'll send deep into the mountain to mine for precious minerals. Each round you'll go deeper into the mines to reap bigger rewards, benefiting off the work of the players who've gone before you. Will you choose to keep the game friendly, or will you profit by picking their pockets instead?

IDW 01103.....\$34.99



## Looney Ludo

Move your pieces around a changing board.

**PYRAMID**  
ARCADE



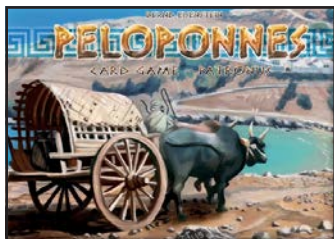
## Hijinks

Be the first to get 3 of the same size pieces.

**PYRAMID**  
ARCADE



## IRONGAMES

**PELOPONNES CARD GAME:  
PATRONUS**

The *Patronus* expansion adds one more player, one more round, and special "Patronus" cards to gain more protection to the *Peloponnes Card Game*. Scheduled to ship in November 2016.

IMP IRG17 .....\$9.99

**PHALANXX**

Alexander the Great has conquered a vast empire, but his power is now waning and the time is ripe to compete for his inheritance. In *Phalanxx*, each player leads one of four competing factions that are ready to rule the vast empire. To do this, you must become the most powerful faction by reinforcing your troops, ensuring sufficient supplies, and occupying the most important cities and oases. Scheduled to ship in November 2016.

IMP IRG16 .....\$49.99

## IRON WIND METALS

**CLASSIC BATTLETECH  
MINIATURES**

Scheduled to ship in February 2017.

**GOSHAWK II (STANDARD)  
MECH (TRO 3185)**

IWM 20-5144 .....\$9.25

**LOKI II PRIME MECH  
(TRO 3145) CLANS**

IWM 20-5142 .....\$15.50

**SARATH SRTH-10 PRIME  
MECH (TRO 3145) FREE  
WORLDS LEAGUE**

IWM 20-5143 .....\$12.95

**WASP WSP-1A MECH  
COMBAT MANUAL: KURITA**

IWM 20-5145 .....\$9.50

KONAMI DIGITAL  
ENTERTAINMENT**YU-GI-OH! TCG:  
MOVIE PACK GOLD EDITION  
DECK DISPLAY (10)**

From Kaiba's Neo Blue-Eyes Ultimate Dragon to Yugi's Apple Magician Girl and the menace of Aigami's Crimson Nova Trinity the Dark Cubic Lord, all the movie-exclusive cards fans need to recreate film-based Decks of their favorite heroes (or villains!) are here! These cards for Blue-Eyes White Dragon Decks and Dark Magician Decks are fully compatible with the cards from *Shining Victories* and *The Dark Illusion*, as well as *Structure Deck: Yugi Muto*, *Structure Deck: Seto Kaiba*, *Legendary Decks II*, and *Dragons of Legend - Unleashed*. Each card in this 57-card set for the Yu-Gi-Oh! Trading Card Game uses Gold Rare technology to give them that glamorous Hollywood look, and each deck contains three 5-card packs in a flat rarity system. Offered in 10-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 83056-D .....\$99.90

**YU-GI-OH! TCG:  
PENDULUM DOMINATION  
STRUCTURE DECK DISPLAY (8)**

The *Pendulum Domination Structure Deck* for the Yu-Gi-Oh! Trading Card Game gives you full command of Fusion, Synchro, and Xyz Monsters by employing a unique Pendulum Summoning strategy based around "D/D" monsters and "Dark Contract" cards. The 43-card *Pendulum Domination Structure Deck* contains 38 Common Cards, two Ultra Rare Cards, three Super Rare Cards, a Beginner's Guide, and a Double-sided Deluxe Game Mat/Dueling Guide. Offered in 8-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 83104-D .....\$79.92

**YU-GI-OH! TCG: RAGING TEMPEST  
BOOSTER DISPLAY (24)**

Beast-Warriors! Crystals! Royal Spirits! New Orders! Don't just survive the long, cold Dueling winter - thrive with *Raging Tempest*! This 100-card expansion for the Yu-Gi-Oh! Trading Card Game kicks off three new themes and enhances many previously released themes, including strategies from *Dimension of Chaos*, *Breakers of Shadow*, *High-Speed Riders*, *Wing Raiders*, and *Dragons of Legend - Unleashed*! 9 cards per pack / 24 packs per display. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 83073-D .....\$95.76

**YU-GI-OH! TCG: THE DARK  
SIDE OF DIMENSIONS  
9-POCKET DUELIST PORTFOLIO**

KON 83191 .....\$9.99

**YU-GI-OH! TCG: THE DARK  
SIDE OF DIMENSIONS  
SINGLE DECK BOX**

KON 83187 .....\$4.99

**YU-GI-OH! TCG: THE DARK  
SIDE OF DIMENSIONS  
SLEEVES PACK (50)**

KON 83183 .....\$3.99

MASTERPIECES  
PUZZLE COMPANY**ALICE AT THE CHESSBOARD  
300PC BOOK BOX**

Scheduled to ship in November 2016.

MPP 31648 .....\$16.00

**ALPINE SUNRISE 1000PC  
KINUKO Y. CRAFT GLITTER**

Scheduled to ship in November 2016.

MPP 71599 .....\$15.00

**ART OF THE CUPCAKE 500PC  
SPACE SAVER BOX**

Scheduled to ship in November 2016.

MPP 31663 .....\$5.00

**BALTIMORE 1000PC  
PANORAMIC VIEW**

Scheduled to ship in November 2016.

MPP 71586 .....\$17.99





**BEAUTY AND THE BEAST 300 PC BOOK BOX**

Scheduled to ship in November 2016.  
MPP 31649 .....\$16.00



**CLAIRE'S WINGS 1000PC KINUKO Y. CRAFT TIN**

Scheduled to ship in November 2016.  
MPP 71648 .....\$16.00



**BRIGHT CANAL 500PC SPACE SAVER BOX**

Scheduled to ship in November 2016.  
MPP 31671 .....\$5.00



**DAUGHTER OF EXILE 1000PC KINUKO Y. CRAFT TIN**

Scheduled to ship in November 2016.  
MPP 71649 .....\$16.00



**CHICAGO 1000PC PANORAMIC VIEW**

Scheduled to ship in November 2016.  
MPP 71594 .....\$17.99



**DETROIT 1000PC PANORAMIC VIEW**

Scheduled to ship in November 2016.  
MPP 71597 .....\$17.99



**CINDERELLA 300PC BOOK BOX**

Scheduled to ship in November 2016.  
MPP 31513 .....\$16.00



**DOWN THE RABBIT HOLE 300PC BOOK BOX**

Scheduled to ship in November 2016.  
MPP 31443 .....\$16.00

## Verticality

Build towers using cards and pyramids.

**PYRAMID**  
ARCADE

## Zark City

Playing cards create an expanding gameboard.

**PYRAMID**  
ARCADE

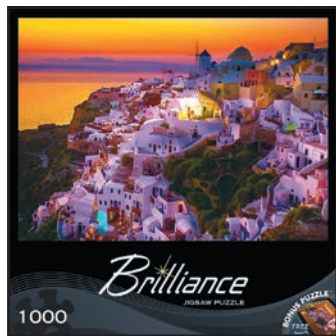




**ELEANOR OF AQUITAINE 1000PC KINUKO Y. CRAFT GLITTER**  
Scheduled to ship in November 2016.  
MPP 71567 .....\$15.00



**ELFLAND 1000PC KINUKO Y. CRAFT TIN**  
Scheduled to ship in November 2016.  
MPP 71650 .....\$16.00



**EVENING VIEW 1000PC BRILLIANCE**  
Scheduled to ship in November 2016.  
MPP 71603 .....\$15.00



**FALL FRENZY 550PC BRILLIANCE**  
Scheduled to ship in November 2016.  
MPP 31624 .....\$12.00



**FILL 'ER UP 500PC SPACE SAVER BOX**  
Scheduled to ship in November 2016.  
MPP 31669 .....\$5.00



**FOR CHOCOLATE LOVERS 500PC SPACE SAVER BOX**  
Scheduled to ship in November 2016.  
MPP 31662 .....\$5.00



**ICE CREAM DELIGHT 500PC SPACE SAVER BOX**  
Scheduled to ship in November 2016.  
MPP 31661 .....\$5.00



**LOOKING FOR ADVENTURE SHARK WEEK 100PC GLOW IN THE DARK**  
Scheduled to ship in November 2016.  
MPP 11621 .....\$6.00



**MASQUERADE BALL 750PC REFLECTIONS**  
Scheduled to ship in November 2016.  
MPP 31612 .....\$15.00



**MASTERPIECES PUZZLE GLUE 50Z (DISPLAY 12)**  
Scheduled to ship in November 2016.  
MPP 50202 .....\$5.00



**MLB USA MAP 500PC**  
Scheduled to ship in November 2016.  
MPP 11588 .....\$13.00



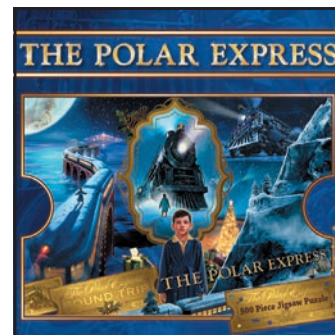
**NEW YORK 1000PC PANORAMIC VIEW**  
Scheduled to ship in November 2016.  
MPP 71596 .....\$17.99



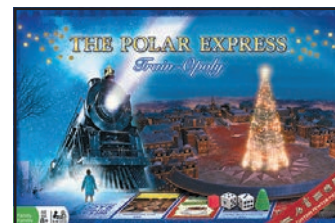
**NFL USA MAP 500PC**  
Scheduled to ship in November 2016.  
MPP 11589 .....\$13.00



**NHL USA MAP 500PC**  
Scheduled to ship in November 2016.  
MPP 11592 .....\$13.00



**POLAR EXPRESS CHRISTMAS 500PC GLITTER**  
Scheduled to ship in November 2016.  
MPP 31584 .....\$12.00



**POLAR EXPRESS TRAIN-OPOLY**  
Scheduled to ship in November 2016.  
MPP 41599 .....\$30.00



**PUZZLE ROLL-UP IN A BOX**  
Scheduled to ship in November 2016.  
MPP 50501 .....\$15.00



**REFLECTIONS 500PC SPACE SAVER BOX**  
Scheduled to ship in November 2016.  
MPP 31672 .....\$5.00





**RHIANNON 1000PC  
KINUKO Y. CRAFT GLITTER**  
Scheduled to ship in November 2016.  
MPP 71565 .....\$15.00



**ROBOTS 100PC  
GLOW IN THE DARK**  
Scheduled to ship in November 2016.  
MPP 11598 .....\$6.00



**SAN FRANCISCO 1000PC  
PANORAMIC VIEW**  
Scheduled to ship in November 2016.  
MPP 71595 .....\$17.99



**SEA SERENITY 550PC  
GLOW IN THE DARK**  
Scheduled to ship in November 2016.  
MPP 31435 .....\$12.00



**SEATTLE 1000PC  
PANORAMIC VIEW**  
Scheduled to ship in November 2016.  
MPP 71593 .....\$17.99



**SNOW WHITE AND THE SEVEN  
DWARVES 300 PC BOOK BOX**  
Scheduled to ship in November 2016.  
MPP 31512 .....\$16.00



**SONG FOR THE BASILISK  
1000PC KINUKO Y. CRAFT TIN**  
Scheduled to ship in November 2016.  
MPP 71651 .....\$16.00



**SPRINGTIME BLOOM  
500PC SPACE SAVER BOX**  
Scheduled to ship in November 2016.  
MPP 31670 .....\$5.00



**ST. LOUIS 1000PC  
PANORAMIC VIEW**  
Scheduled to ship in November 2016.  
MPP 71591 .....\$17.99



## Lunar Invaders

Take over your  
enemy's moon  
base.

**PYRAMID  
ARCADE**



# PYRAMID ARCADE

## ABOUT THE GAME

Pyramid Arcade is a complete game library in one box. Inside you'll find everything you need to play 22 different tabletop games, each of which uses the pyramid gaming pieces in a different way. The games in this arcade range from easy to complex, from mostly-luck to pure skill, and from time-killer to brain-burner.







**SUGAR HIGH 500PC  
SPACE SAVER BOX**

Scheduled to ship in November 2016.  
MPP 31664 .....\$5.00



**THE ASTRONOMER 750PC  
REFLECTIONS**

Scheduled to ship in November 2016.  
MPP 31611 .....\$15.00



**THE WOODLANDS 550PC  
GLOW IN THE DARK**

Scheduled to ship in November 2016.  
MPP 31687 .....\$12.00



**TIDAL TREASURES  
550PC BRILLIANCE**

Scheduled to ship in November 2016.  
MPP 31625 .....\$12.00



**TIMES SQUARE 1000PC  
PANORAMIC VIEW**

Scheduled to ship in November 2016.  
MPP 71588 .....\$17.99



**TREASURED HISTORY 750PC  
ONCE UPON A SHELF**

Scheduled to ship in November 2016.  
MPP 31621 .....\$12.00



**WILDWOOD DANCING 1000PC  
KINUKO Y. CRAFT GLITTER**

Scheduled to ship in November 2016.  
MPP 71564 .....\$15.00



**TETRIS 3D CUBE CHALLENGE**

Scheduled to ship in November 2016.  
MPP 31699 .....\$14.99



**TETRIS 3-D PRISM MINI CUBE**

Scheduled to ship in November 2016.  
MPP 31697 .....\$8.00



**TETRIS 3-LAYERED  
77PC BRAINTEASER**

Scheduled to ship in November 2016.  
MPP 31522 .....\$15.00



**TETRIS BRAINTEASER CUBE**

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MPP 31523 .....\$15.00



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Play with the time-honored Tetris gamepieces and let them test your brain's limits!  
Scheduled to ship in November 2016.  
MPP 41526 .....\$8.00



**TETRIS JIGSAW PUZZLE 500PC**

Scheduled to ship in November 2016.  
MPP 31521 .....\$10.00



**TETRIS TETRIMINO TANGLE  
72PC BRAINTEASER**

Scheduled to ship in November 2016.  
MPP 31515 .....\$10.00



**CLASSIC WOOD PAINT KIT:  
FAIRY GARDEN**

Scheduled to ship in November 2016.  
MPP 21486 .....\$8.00



**CLASSIC WOOD PAINT KIT:  
SOLAR SYSTEM MOBILE**

Scheduled to ship in November 2016.  
MPP 21459 .....\$8.00



**CLASSIC WOOD PAINT KIT:  
TREASURE CHEST**

Scheduled to ship in November 2016.  
MPP 21412 .....\$8.00





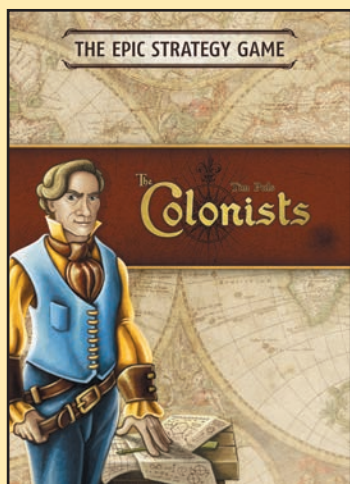
**CLASSIC WOOD PAINT KIT:  
U.S. ARMY APACHE HELICOPTER**  
Scheduled to ship in November 2016.  
MPP 21525 .....\$8.50



**CLASSIC WOOD PAINT KIT:  
U.S. ARMY TANK**  
Scheduled to ship in November 2016.  
MPP 21524 .....\$8.50

## MAYFAIR GAMES

## FEATURED ITEM

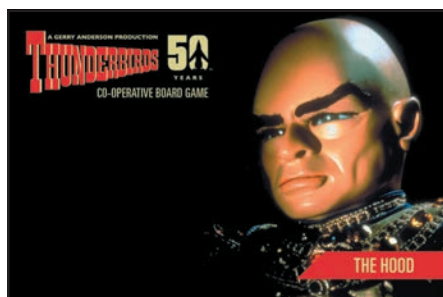


### THE COLONISTS

In *The Colonists*, players try to grow their settlement into the largest and most prosperous in all the land. Recruit workers, then educate, employ, and elevate them to advanced professions as the Eras march on. Farmers will become citizens and, in turn, progress and become wealthy merchants. Find the right path for your colony to grow and flourish through the Eras and earn the Emperor's favor in *The Colonists*. Scheduled to ship in November 2016.

MFG 3519 .....\$70.00

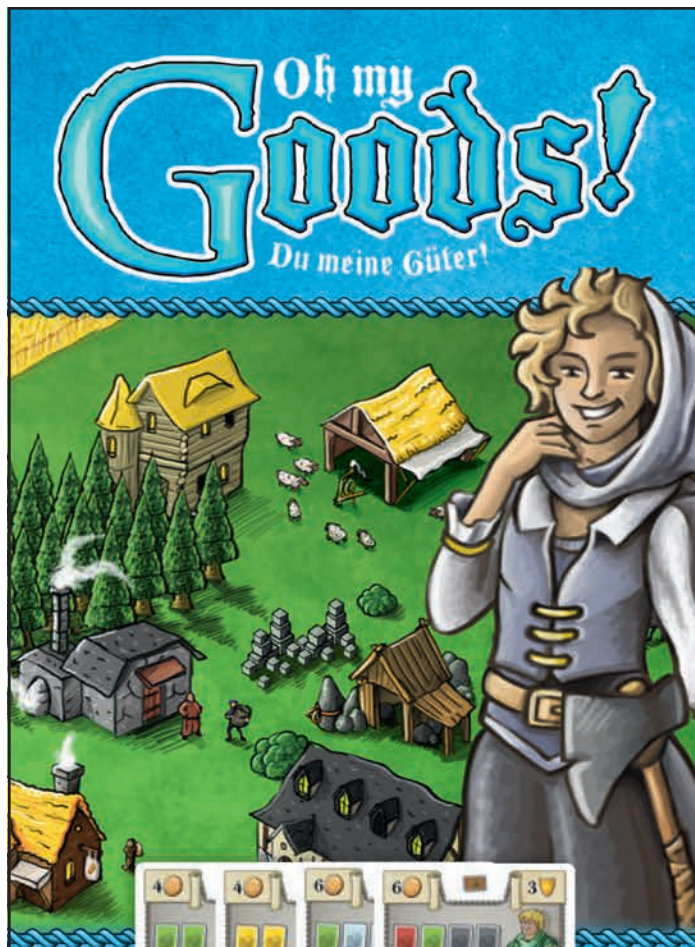
## MODIPHIUS



### THUNDERBIRDS: THE HOOD

Our agents are close to uncovering the identity of our mysterious nemesis and master of disguise, The Hood. Field reports warn of hijackings, kidnappings, and a new worldwide conspiracy originating directly from The Hood's Lair! In *The Hood* expansion to *Thunderbirds: The Co-operative Board Game*, one player takes on the role of The Hood and wins if the other players, as International Rescue, lose. Components include The Hood's Lair, airplane, and submarine, Creighton-Ward manor, The Hood character peg, and eight Hood agents. Scheduled to ship in November 2016.

IMP MUH050089 .....\$29.99



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## MR. B GAMES

**DAYS OF IRE: BUDAPEST 1956**

It's 1956 and waves of protests in Poland are once again showing the cracks in the Eastern European communist bloc. Emboldened by these signs, students and intellectuals in Budapest, the Hungarian capital, organize a protest of previously unseen magnitude. As the communist leadership sweeps in to stop the movement in its tracks, a violent response is provoked, thus sparking the Revolution of the 23rd of October. *Days of Ire: Budapest 1956* is a historically inspired, card-driven board game set during the most explosive days of the 1956 Hungarian Revolution in Budapest. Scheduled to ship in December 2016.

MIB 1017 .....\$64.99

**LIARS DICE: 30TH ANNIVERSARY EDITION**

An all-time classic, this 30th Anniversary Edition of Richard Borg's *Liars Dice* features high-quality, waterproof components: sturdy dice cups, dice, and a rubber mat. Scheduled to ship in November 2016.

MIB 1019 .....\$29.99

**PAX RENAISSANCE**

From Venice to Cathay, Seville to the Gold Coast of Africa, men anchored their ships, opened their ledgers, and weighed one thing against another as if nothing would ever change. As a Renaissance banker, you will finance kings and republics, sponsor voyages of discovery, join secret cabals, or unleash jihads and inquisitions in *Pax Renaissance*. Your choices determine if Europe is elevated into the bright modern era - or remains festering in dark feudalism. Four victories determine the future course of Western Society: Will it be towards imperialism, trade globalization, religious totalitarianism, or enlightened art and science? Scheduled to ship in November 2016.

MIB SMG37 .....\$39.99

**TRICK OF THE RAILS**

Themed on the rise of the American railway period, *Trick of the Rails* combines 18xx-like portfolio management with trick-taking, stock holding, and track laying. Scheduled to ship in November 2016.

MIB 1020 .....\$24.99



## NINJA DIVISION GAMES

**NINJA ALL-STARS****INU CLAN KAIKEN**

NJD 010824 .....\$12.95

**ONDORI CLAN KAIKEN**

NJD 010823 .....\$12.95

**SUN EMPIRE WANDERING SAMURAI**

NJD 010817 .....\$12.95

**TENGU**

NJD 010821 .....\$12.95

**RAIL RAIDERS INFINITE**

In *Rail Raiders Infinite*, a chibi-style, sci-fi western board game, players raid the Interstellar Express space-rail to earn loot, infamy, and the ire of C.O.W. and the Galactic Central Bank. In order to loot the train you'll need to first dispose of the meddlesome Tinstar Lawbots, who will do everything in their power to stop your heist. Team up with other Raiders, or do what bandits do best, double-crossing them when their chips are down! Anything goes when you're out to make a big score! Scheduled to ship in December 2016.

NJD 020100 .....\$59.95



## NORTH STAR GAMES

**BLURBLE DELUXE**

Can your mind keep up with your mouth in *Blurble*, the fast-paced game for quick-witted people! Scheduled to ship in October 2016.

NSG 790 .....\$29.99

**BLURBLE VOLUME 1**

Can your mind keep up with your mouth in *Blurble*, the fast-paced game for quick-witted people! Scheduled to ship in October 2016.

NSG 780 .....\$19.99



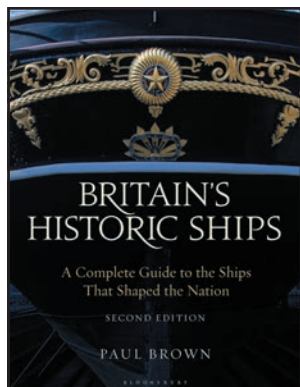
## OSPREY PUBLISHING

**BOLT ACTION: CAMPAIGN - BATTLE OF THE BULGE**

The Ardennes, 1944. Driven back by the Allies since D-Day, Germany launches a surprise offensive on the Western Front. This assault against the unprepared Allied lines is the opening salvo in one of the largest battles of World War II. This Campaign Book for *Bolt Action* allows players to take command of both armies in this desperate battle, fighting it as they believe it should have been fought. New linked scenarios, rules, troop types, and Theater Selectors provide plenty of options for novice and veteran players alike. Scheduled to ship in February 2017.

OSP BTC018 .....\$30.00

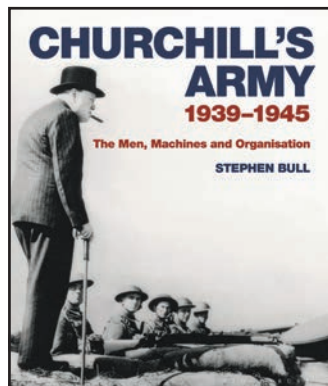




### BRITAIN'S HISTORIC SHIPS: A COMPLETE GUIDE TO THE SHIPS THAT SHAPED THE NATION

This lavish book explores 20 of the most celebrated and accessible ships and offers a comprehensive history of each vessel's design, construction, active service, and subsequent restoration and preservation. Presented in order of each ship's launch date, each entry is written by the acknowledged expert on a particular vessel, gives full specification details, and is sumptuously illustrated with contemporary photographs, historical illustrations, and a full set of scale plans. Scheduled to ship in January 2017.

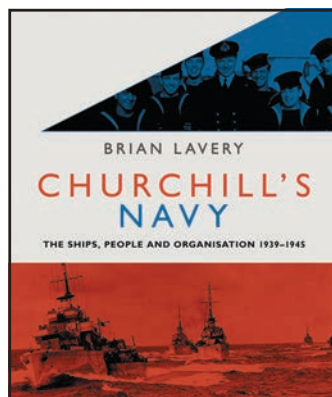
OSP CNW096.....\$30.00



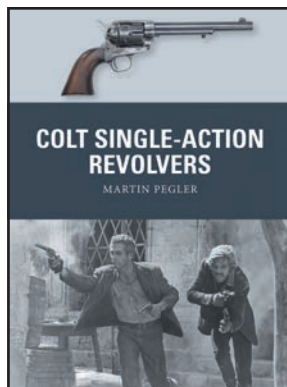
### CHURCHILL'S ARMY: 1939-1945 THE MEN, MACHINES AND ORGANIZATION

Stephen Bull examines every aspect of the British Army during the Second World War, and considers in detail the strengths and weaknesses of an organization that was tested to its limits on many fronts, but made an immense contribution to the successful Allied outcome. Scheduled to ship in January 2017.

OSP CNW003.....\$60.00



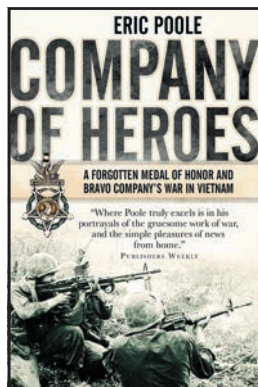
OSP CNW365.....\$35.00



### COLT SINGLE-ACTION REVOLVERS

In 1836, Samuel Colt changed the face of warfare with the production of the first of a series of iconic and influential single-action revolvers, including the .44-caliber Colt Walker and the seminal .45-caliber Colt Single Action Army, which remains in production today. Featuring full-color artwork, expert analysis, and gripping first-hand accounts, this is the absorbing story of Colt's family of single-action revolvers, covering their origins, development, use, and lasting impact on the modern world. Scheduled to ship in January 2017.

OSP WEAP052.....\$20.00



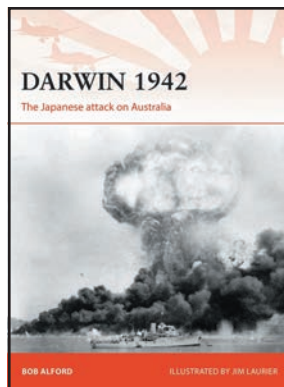
### COMPANY OF HEROES

There are many broad studies of the Vietnam War, but *Company of Heroes* offers an insight into the harrowing experiences of just a small number of men from a single unit, deep in the jungles of Vietnam and Cambodia. Its focus is the remarkable account of Medal of Honor recipient Leslie Sabo Jr., whose brave actions were forgotten for over three decades. Beginning with their deployment at the height of the blistering Tet Offensive, and using military records and interviews with surviving soldiers, Eric Poole recreates the terror of combat amidst the jungles and rice paddies of Vietnam. *Company of Heroes* tells the remarkable story of how Sabo earned his medal, as Bravo Company forged bonds of brotherhood in their daily battle for survival. Scheduled to ship in January 2017.

OSP GM369.....\$15.00

### CHURCHILL'S NAVY: THE SHIPS, PEOPLE AND ORGANIZATION 1939-1945

Brian Lavery examines every aspect of the Royal Navy, both ashore and at sea, during the Second World War, and casts a lucid eye over the strengths and weaknesses of an organization that was put under acute strain during the period, yet rose to the challenge with initiative and determination. Scheduled to ship in January 2017.



### DARWIN 1942: THE JAPANESE ATTACK ON AUSTRALIA

Following the devastating raids on Pearl Harbor on December 7, 1941, lightning advances by Japanese forces throughout the Pacific and the Far East, and a desperate battle by the Allied command in the Dutch East Indies, it became evident that an attack on Australia was more a matter of "when" and not "if." On February 19, just eleven weeks after the attacks on Pearl Harbor and two weeks after the fall of Singapore, the same Japanese battle group that had attacked Hawaii was ordered to attack the ill-prepared and under-defended Australian port of Darwin. Publishing 75 years after this little-known yet devastating attack, this fully illustrated study details what happened on that dramatic day in 1942 with the help of contemporary photographs, maps, and profiles of the commanders and machines involved in the assault. Scheduled to ship in February 2017.

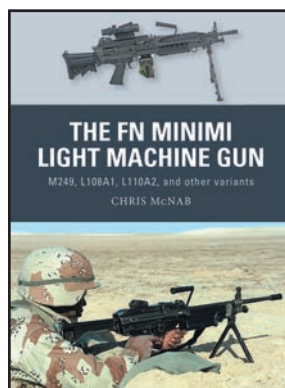
OSP CAM304.....\$24.00



### FIFTY GREAT WAR FILMS

From *The Battle of the Somme* (1916) through to *American Sniper* (2014), war and conflict has been a staple source of inspiration for the film industry since the turn of the 20th century. This new study, which includes classics such as *Sergeant York* (1941) and *The Great Escape* (1963), and modern Hollywood epics such as *Blackhawk Down* (2001) and *The Hurt Locker* (2008), details fifty of the greatest war films of the last hundred years. Scheduled to ship in January 2017.

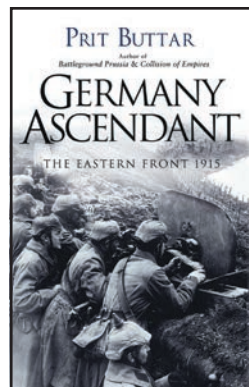
OSP GM006.....\$18.00



### FN MINIMI LIGHT MACHINE GUN: M249, L108A1, L110A2, AND OTHER VARIANTS

In 1974, renowned Belgian arms company Fabrique Nationale brought out a groundbreaking new light machine gun, the Minimi. Its success has been meteoric, arming more than forty-five countries around the world. This study uses gripping, first-hand accounts and striking combat photographs, following the Minimi to war zones, such as Iraq and Afghanistan. It tracks its design and development, as well as investigates what has made it so compelling a choice for armed forces around the world for more than forty years. Scheduled to ship in February 2017.

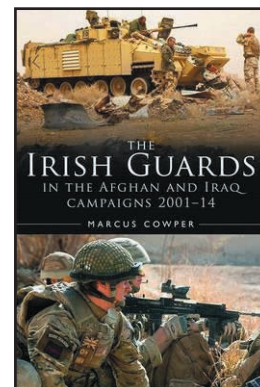
OSP WEAP053.....\$20.00



### GERMANY ASCENDANT: THE EASTERN FRONT 1915

While millions of men died in France and Belgium in 1915, battles equally as large and bloody were being fought on the Eastern Front, as Imperial Germany, Hapsburg Austria-Hungary, and Tsarist Russia clashed on a scale greater than anything seen on the Western Front. Now, with the work of internationally renowned Eastern Front expert Prit Buttar, this story of the unknown side of World War I is finally being told. In *Germany Ascendant*, Buttar examines the critical year of 1915, when Germany launched the great Gorlice-Tarnow Offensive, led by Field Marshal Mackensen. Scheduled to ship in February 2017.

OSP GM937.....\$18.00

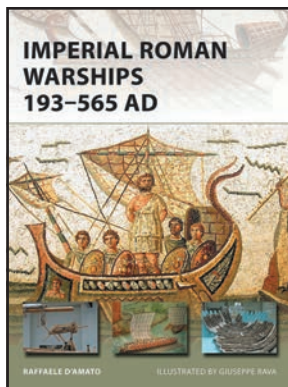


### A HISTORY OF THE IRISH GUARDS IN THE AFGHAN AND IRAQ CAMPAIGNS 2001-2014

Irish Guardsmen have been involved in all aspects of the campaigns in Afghanistan and Iraq - from Kabul in 2001, through the invasion of Iraq in 2003 to the eventual withdrawal in 2009, and the campaign in Helmand from 2006 to 2014. This study, based on official records and numerous interviews with those who took part - from the brigade commanders down to the guardsmen on the ground - is a unique picture of one battalion's experiences through some of the most testing times the British Army has faced. Scheduled to ship in February 2017.

OSP GM747.....\$35.00

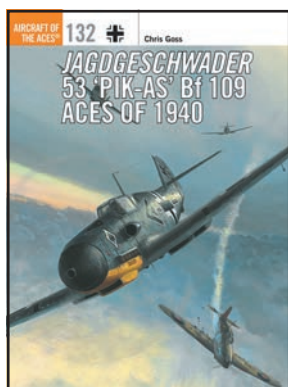




### IMPERIAL ROMAN WARSHIPS 193-565 AD

The period of relative peace enjoyed by the Roman Empire in its first two centuries ended with the Marcomannic Wars. The following centuries saw near-constant warfare, which brought new challenges for the Roman Navy. With research from newly discovered shipwrecks and archaeological finds, as well as rich contemporary source material, this study examines the equipment and tactics used by the navy and the battles they fought in this tumultuous period, which includes the fall of Rome and the resurgence of the Eastern Empire under Justinian the Great. Scheduled to ship in February 2017.

OSP NVG244 .....\$18.00



### JAGDGESCHWADER 53 PIK-AS Bf 109 ACES OF 1940

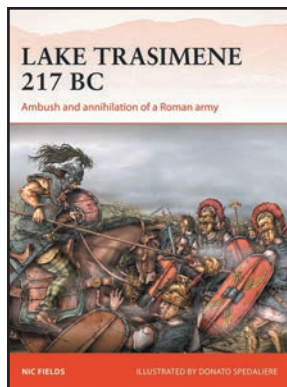
Boasting pilots who had been bloodied in the Spanish Civil War, Jagdgeschwader 53 (JG 53) "Pik As" or "Ace of Spades" achieved great success in the skies over France and Britain in 1940. It was infamous among its opponents for the quality and caliber of its aces - men such as Werner Molders, Hans-Karl Mayer, and Rolf Pingel. Containing thirty-six profile illustrations depicting the drastic change in appearance of their aircraft over time, and complemented by thorough research, this book is a welcome addition to Osprey's popular *Aircraft of the Aces* series. Scheduled to ship in February 2017.

OSP ACE132.....\$23.00

### JUTLAND 1916: THE ARCHAEOLOGY OF A NAVAL BATTLEFIELD

Marine archaeologist and historian Dr Innes McCartney reveals for the first time what became of the warships that vanished on the night of May 31st, 1916, examining the circumstances behind the loss of each ship and reconciling what was known in 1916 to what the archaeology is revealing today. Scheduled to ship in January 2017.

OSP CNW164.....\$50.00



### LAKE TRASIMENE 217 BC: AMBUSH AND ANNIHILATION OF A ROMAN ARMY

Following Hannibal's crushing victory at the battle of the Trebbia, the reeling Roman Republic sent a new army under the over-confident consul Caius Flaminius to destroy the Carthaginian invaders - unbeknownst to him they were ready and waiting. The destruction of the Roman force at Lake Trasimene firmly established Hannibal as one of the Ancient World's greatest commanders thanks to his use of innovative tactics, including the first recorded use of a turning movement. This new study, based on recent archaeological work on the battlefield itself, tells the full story of one of Hannibal's greatest victories with the help of maps, full-color illustrations, and detailed sections on the make-up of the armies and their commanders. Scheduled to ship in January 2017.

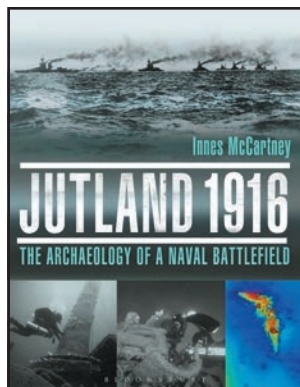
OSP CAM303 .....\$24.00



### LOCO SPOTTER'S GUIDE

From its development in the 1800s, the locomotive has had a huge impact on all aspects of British life as it has carried travelers and freight across the country. Beyond its impact on the nation's economy and daily commute, the loco also spawned a new enthusiasm - train spotting. The perfect pocket guide to aid any would-be train spotter, this book portrays over sixty of the important locomotive designs that have graced British rails over almost two-hundred years, covering everything from Stephenson's Rocket and the Flying Scotsman to the BR Class 68 trains of 2013. Scheduled to ship in February 2017.

OSP GM488 .....\$10.00



### MODERN RUSSIA ARMY 1992-2016

Since the collapse of the Soviet Union, Russia's army has undergone a turbulent transformation: from the scattered leftovers of the old Soviet military, through a period of shocking decay and demoralization, to the disciplined force and sophisticated "hybrid war" doctrine that enabled Vladimir Putin to seize Crimea virtually overnight in 2014. Using rare photographs and full-color images of the army in action, profiles of army leaders and defense ministers, as well as orders of battle and details of equipment and dress, this is a vivid account of the army's troubled history and of its current character, capabilities, and status. Scheduled to ship in February 2017.

OSP ELI217 .....\$19.00



### NEW ZEALAND INFANTRYMAN VS GERMAN MOTORCYCLE SOLDIER: GREECE AND CRETE 1941

In April 1941, as the Allies strove to counter the German threat to the Balkans, New Zealand troops were hastily committed to combat in the wake of the German invasion of Greece where they would face off against the German *Krautschutzen* - motorcycle troops. Featuring specially commissioned artwork and drawing upon firsthand accounts, this exciting account pits New Zealand's infantrymen against Germany's motorcycle troops at the height of World War II in the Mediterranean theater, assessing the origins, doctrine, and combat performance of both sides. Scheduled to ship in February 2017.

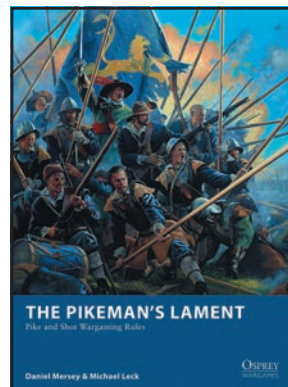
OSP CBT023 .....\$20.00



### PANZERGRENADIER VS US ARMORED INFANTRYMAN: EUROPEAN THEATER OF OPERATIONS 1944

During World War II, the two pre-eminent mechanized infantry forces of the conflict, the German Panzer Grenadier arm and the US Army's armored infantrymen, clashed in France and Belgium after the Normandy landings. These engagements went on to profoundly influence the use of mechanized infantry in the post-war world. Drawing upon a variety of sources, this book focuses on three key encounters between July and December 1944, including during Operation Cobra and the Battle of the Bulge, and examines the origins, equipment, doctrine, and combat record of both forces. Scheduled to ship in January 2017.

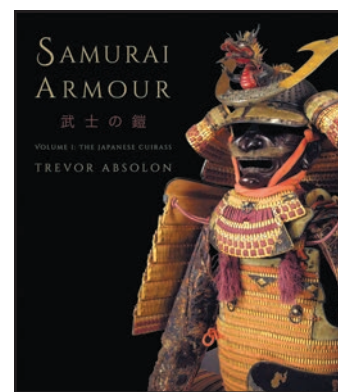
OSP CBT022 .....\$20.00



### PIKEMAN'S LAMENT: PIKE AND SHOT WARGAMING RULES

With core mechanics based on Daniel Mersey's popular *Lion Rampant* rules, *The Pikeman's Lament* captures the military flavor of the 17th Century, and allows you to recreate skirmishes and raids from conflicts such as the Thirty Years' War, the English Civil Wars, and the Great Northern War. Scheduled to ship in January 2017.

OSP OWG020 .....\$19.00

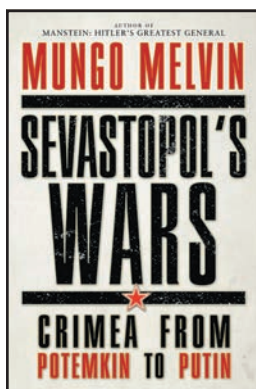


### SAMURAI ARMOUR: VOLUME I - THE JAPANESE CUIRASS

For beauty, precision, and strength, nothing has ever matched the combination of form and function found in the armor of the samurai. For a samurai, the consummate warrior, his suit of armor was so much more than 'just' protective equipment that could save his life in the heat of battle - it was the embodiment of his personality, social status, and very soul. This volume, the first in a two-part series, traces first the history of the samurai themselves and then examines the history and evolution of the cuirass or dou, the armor protecting the samurai's chest. Drawing on over 20 years of research and technical work by Trevor Absolon, a leading expert, this is a complete study of this fundamental aspect of samurai armor construction. Scheduled to ship in January 2017.

OSP GM960 .....\$60.00

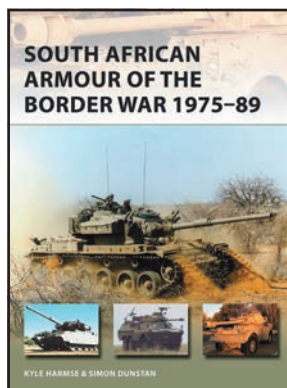




### SEVASTOPOL'S WARS: CRIMEA FROM POTEMKIN TO PUTIN

Founded by Catherine the Great, the maritime city of Sevastopol has been fought over for centuries. Crucial battles of the Crimean War were fought on the hills surrounding the city, and the memory of this stalwart defense inspired those who fruitlessly battled the Germans during World War II. In this groundbreaking volume, award-winning author Mungo Melvin explores how Sevastopol became the crucible of conflict over three major engagements - the Crimean War, the Russian Civil War, and World War II - witnessing the death and destruction of countless armies, yet creating the indomitable "spirit of Sevastopol." Scheduled to ship in February 2017.

OSP GM946 .....\$30.00



### SOUTH AFRICAN ARMOUR OF THE BORDER WAR 1975-89

The Border War saw the biggest armored battles in Africa since World War II. Starting as a counterinsurgency operation by the South African Defence Force (SADF) against the South West Africa People's Organization, South Africa became embroiled in the complex Angolan Civil War, where they came up against enemies well supplied with equipment and armored vehicles from the Soviet Union. With the aid of stunning illustrations and photographs, this study details the characteristics, capabilities, and performance of the wide variety of armored vehicles deployed by the SADF, from the Eland armored car to the Ratel infantry fighting vehicle and the Olifant tank. Scheduled to ship in February 2017.

OSP NVG243 .....\$18.00

### SOVIET COLD WAR GUIDED MISSILE CRUISERS

Heavily armed and formidable, guided missile cruisers formed the core of the Soviet Navy during the Cold War. From the last class of conventional Sverdlov-class cruisers through to increasingly complex and formidable missile cruisers, these ships ensured that NATO took the Soviet naval threat seriously. *Soviet Cold War Guided Missile Cruisers* covers all classes of these impressive warships, from the early Sverdlov through the Kynda, Kresta, Kara, and Slava to the enormous Kirov classes. Scheduled to ship in January 2017.

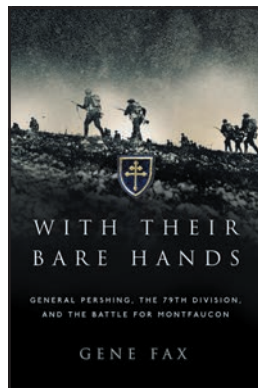
OSP NVG242 .....\$18.00



### VIETNAM WAR US & ALLIED COMBAT EQUIPMENTS

Over the eight years of the Vietnam War, US forces used three major types of equipment sets, with numerous modifications for particular circumstances. *Vietnam War US & Allied Combat Equipments* offers a comprehensive examination of the gear that US and allied soldiers had strapped around their bodies, what they contained, and what those items were used for. Scheduled to ship in January 2017.

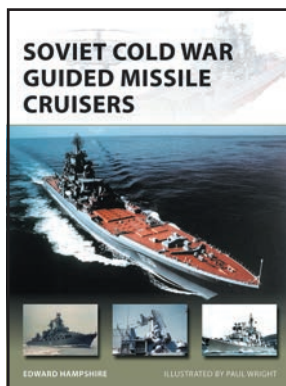
OSP EL216 .....\$19.00



### WITH THEIR BARE HANDS: GENERAL PERSHING, THE 79TH DIVISION, AND THE BATTLE FOR MONTFAUCON

*With Their Bare Hands* traces the fate of the US 79th Division - men drafted off the streets of Baltimore, Washington, and Philadelphia - from boot camp in Maryland through the final years of World War I, focusing on their most famous engagement: the attack on Montfaucun, the most heavily fortified part of the German Line, during the Meuse-Argonne Offensive in 1918. Scheduled to ship in February 2017.

OSP GM239 .....\$27.00



# PORTAL OF HEROES

## Coming this Fall!

Collect Magic Pearls.  
Bind Fantastic Beasts.  
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## PAIZO PUBLISHING



### PATHFINDER ADVENTURE CARD GAME: MUMMY'S MASK ADVENTURE DECK 5 - THE SLAVE TRENCHES OF HAKOTEP

You and your allies are called to defend the city of Wati after a massive flying pyramid appears in the skies above it! To save the citizens of Osirion, you must venture deep into the monument vault in the far reaches of the Slave Trenches of Hakotep to discover a way to bring the Sky Pharaoh's tomb crashing down to earth! The *The Slave Trenches of Hakotep Adventure Deck* is a 110-card expansion that adds five new scenarios to the *Pathfinder Adventure Card Game*, including new locations, villains, monsters, curses, traders, and loot. Scheduled to ship in February 2017.

PZO 6035.....\$19.99



### PATHFINDER RPG: ADVENTURE PATH - IRONFANG INVASION PART 1 - TRAIL OF THE HUNTED

In the war-torn nation of Nirmathas, far from the battlefield, the sleepy little town of Phaendar is rocked by the sudden appearance of an overwhelming foe! The heroes must flee their homes, saving whatever friends and supplies they can, as the monstrous Ironfang Legion and their insidious General Azaersi begin carving out an empire of monsters from the dregs of Nirmathas and Moltune alike! A *Pathfinder Roleplaying Game* adventure for 1st-level characters, *Trail of the Hunted* kicks off the *Ironfang Invasion Adventure Path*. Scheduled to ship in February 2017.

PZO 90115.....\$24.99

### PATHFINDER RPG: MAP PACK - DESERT SITES

Brave the beauty and dangers of the desert! *Pathfinder Map Pack: Desert Sites* contains 18 full-color, 5 x 8-inch map tiles, stunningly crafted by cartographer Jason A. Engle, that combine to create desert ruins, a refreshing oasis, quicksand perils, and trader's tents, all perfect backdrops as your players navigate the parched sand sea. Wet, dry, and permanent markers erase from the tiles! Scheduled to ship in February 2017.

PZO 4066.....\$14.99



### PATHFINDER RPG: CAMPAIGN SETTING - LANDS OF CONFLICT

War rages between the expansionist nation of Moltune and their fiercely independent neighbor Nirmathas. To one, it is a civil war to preserve their nation; to the other, it's a war to throw off tyrannical occupation. Both lands are rife with ancient ruins, stubborn leaders, and longstanding feuds, and both are brimming with opportunities for adventure and wealth. Plus, Nirmathas and its conflict with Moltune are the setting for the *Ironfang Invasion Adventure Path*. Explore the nuances of cosmopolitan Moltune and rugged Nirmathas, including adventure locations and a detailed militia system that allows players to command their own mercenary legions! Scheduled to ship in February 2017.

PZO 92101.....\$22.99



### PATHFINDER RPG: FLIP-MAT - BIGGER SHIP

Whether you're sailing into a stormy naval battle or sneaking into a ship to steal buccaneer plunder, *Pathfinder Flip-Mat: Bigger Ship* has you covered. Each side of the *Flip-Mat* features the deck plans for a truly massive vessel. One side covers the top deck of the behemoth galleon, while the other details the lower decks. Measuring 27" x 39", this *Flip-Mat* features a coated surface that's designed to handle any dry erase, wet erase, or even permanent marker. Scheduled to ship in February 2017.

PZO 30080.....\$19.99



## SPOTLIGHT ON



### PATHFINDER RPG: PAWNS - VILLAIN CODEx BOX

The rascals and reprobates of the *Villain Codex* swarm across your tabletop in this massive collection of more than 300 creature pawns for use with the *Pathfinder Roleplaying Game* or any fantasy RPG! Printed on sturdy cardstock, each pawn contains a beautiful, full-color monster image and slides into a size-appropriate plastic base. Featured villainous organizations include a sinister carnival troupe, a corrupt city guard, musketeers gone rogue, a demonic cult, forest brigands, ruthless nature worshipers, and a secret society. Scheduled to ship in February 2017.

PZO 1024.....\$44.99



### PATHFINDER RPG: PLAYER COMPANION - PSYCHIC ANTHOLOGY

Delve into the ancient secrets of the mind! Occult texts, lost scrolls, and esoteric tomes hidden throughout Golarion allow the curious seeker to develop powerful psychic skills. *Pathfinder Player Companion: Psychic Anthology* presents numerous texts outlining the mysterious practices that allow Golarion's mystics and gurus to bend the laws of the universe to their wills. From the kaleidoscopic *Recursion Tablets* to the physics-defying *Infinity Scrolls*, vibrant books of psychic commentary are presented along with new archetypes, spells, subdomains, and other support material for player characters of any class. Scheduled to ship in February 2017.

PZO 9477.....\$14.99

## PANINI AMERICA



### DRAGON BALL Z: AWAKENING 2016

The battle with Cell comes to its action-packed conclusion in *Dragon Ball Z: Awakening*! The Earth's greatest heroes battle against the villainous perfect weapon in an elimination-style tournament - the Cell Games! This expansion to the *Dragon Ball Z Trading Card Game* introduces new players into the game with six different, 60-card, tournament-legal, pre-constructed starter decks containing four parallels and six Prizm technology cards. Plus, *Awakening* booster packs feature more than 140 brand-new cards that provide players with powerful tools for each deck type. Look for popular heroes such as Goku, Gohan, Trunks and more as they battle against Cell in *Awakening*! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

#### BOOSTER DISPLAY (24)

PNA 88160-D.....\$95.76

#### STARTER DISPLAY (10)

PNA 88157-D.....\$149.90

#### BOOSTER BLISTER DISPLAY (20)

PNA 88163-D.....\$79.80

## PASSPORT GAME STUDIOS



### THEY WHO WERE 8

Gods and Goddesses are mercurial beings, given to jealousy and treachery, but they can also possess compassion and valor. Who among the pantheon can win enough glory among their believers so that their story of mythic victory can be passed down through the generations? In *They Who Were 8*, players take actions that represent a bard's retelling of the ancient story of 'They Who Were 8'. They may also call upon the powers of their Gods to control the narrative and establish their version of the saga as the one told for eternity. Scheduled to ship in February 2017.

PGS LDR1613000.....\$25.00

## PALLADIUM BOOKS

### RIFTER: #75

Scheduled to ship in October 2016.

PAL 0175.....\$13.95

### RIFTER: #76

Scheduled to ship in November 2016.

PAL 0176.....\$13.95





### 13TH AGE RPG: THE CROWN COMMANDS MAP FOLIO

The Crown Commands Map Folio brings you 40 maps from The Crown Commands – Battle Scenes for Four Icons, in glorious full color by expert cartographers. Scheduled to ship in December 2016.  
IMP PEL13A12M.....\$19.95

## POKÉMON USA

# SPOTLIGHT ON

# POKÉMON

## TRADING CARD GAME

### POKÉMON TCG: THE BEST OF EX TINS TWELVE PACK ASSORTMENT BOX 2016

This EX Tin 12-Pack Assortment Box includes two each of the following: Blastoise EX, Charizard EX, Hoopa EX, Latios EX, Rayquaza EX, and Venusaur EX. Each comes with a Foil Pokémon EX Card, Booster Packs, and a Code Card to unlock an item in the Pokémon Trading Card Game Online. Scheduled to ship in November 2016.  
PUI 10509.....PI

### POKÉMON TCG: BREAK EVOLUTION BOX FEATURING ARCANINE

Arcanine BREAK is ready to pounce! With all the power and flexibility of a Pokémon BREAK, it can help your deck race to victory - and it stars as a stunning oversize card in the Pokémon TCG: BREAK Evolution Box featuring Arcanine! What's more, you'll find never-before-seen foil cards featuring Crobat BREAK and Mandibuzz BREAK for your deck or your collection. Each BREAK Evolution Box contains a foil oversize card featuring Arcanine BREAK, three never-before-seen foil promo cards, five Pokémon TCG booster packs, and a code card for the Pokémon Trading Card Game Online.  
PUI 80267.....PI



### POKÉMON TCG: MYTHICAL MELOETTA COLLECTION BOX

Rare and mysterious, Mythical Pokémon arrive when they choose - and disappear just as quickly! Now Meloetta is yours to control in the Mythical Pokémon Collection - Meloetta, featuring a never-before-seen Meloetta foil promo card, a collector's pin, two Pokémon TCG: Generations booster packs, and a code card for the Pokémon Trading Card Game Online.  
PUI 80096.....PI

### POKÉMON TCG: SNORLAX GX BOX

Snorlax is powerful even in its sleep - and even more dangerous when it finally wakes up as a Pokémon-GX! The Pokémon TCG: Snorlax-GX Box features two never-before-seen foil promo cards featuring Snorlax and Snorlax-GX, one foil oversized card of Snorlax-GX, four Pokémon TCG booster packs, and a code card for the Pokémon Trading Card Game Online.  
PUI 80173.....PI

# Saboteur

## The Duel



Get the most gold, but watch out for the troll!



1-2



30



8+



Mayfair Games®



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# SPOTLIGHT ON SUN & MOON

## POKÉMON TCG: SUN & MOON THEME DECK DISPLAY (12)

Welcome to the tropical Alola region! Choose your first partner - Rowlet, Litten, or Popplio - and begin your journey with three 60-card theme decks. Take aim with Forest Shadow, add fuel to the fire with Roaring Heat, or overwhelm your foe with Bright Tide theme decks! Offered in 12-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 80199-D .....PI

## POKÉMON TCG: VOLCANION MAGEARNA MYTHICAL COLLECTION BOX

A big handful of Mythical Pokémon assemble in a powerful lineup, with Volcanion or Magearna taking the lead as a stunning full-art card! The *Volcanion/Magearna Mythical Collection* for the Pokémon Trading Card Game comes with a full-art foil promo card of Volcanion or Magearna, as well as additional promo cards featuring Mythical Pokémon, five Pokémon TCG booster packs, and a code card for the Pokémon Trading Card Game Online.

PUI 80280 .....PI

## PORTAL



### NEUROSHIMA HEX 3.0: DEATH BREATH EXPANSION

The Death Breath is a terrifying virus which began spreading forth from the eastern enclaves of the Moloch. It infects every living thing, devolving them into brainless, bloodthirsty beasts. So far, the most effective way of dealing with the infected are strong ammunition, grenades, and a sharp axe! *Death Breath* is a new army for use with *Neuroshima Hex*! Scheduled to ship in December 2016.

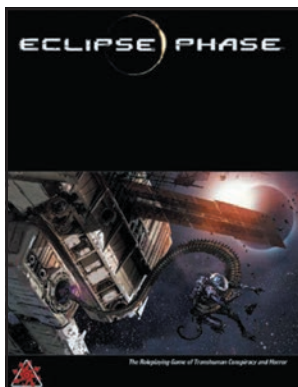
PSI PLG0453 .....\$10.00

## POSTHUMAN STUDIOS

### ECLIPSE PHASE: AFTER THE FALL

In a world of transhuman survival and horror, technology allows the re-shaping of bodies and minds, but also creates opportunities for oppression and puts the capability for mass destruction in the hands of everyone. Meanwhile, other threats lurk in the devastated habitats of the Fall, dangers both familiar and alien. Showcasing new fiction from Ken Liu, Madeline Ashby, Karin Lowachee, and Kim May, *After the Fall* features fantastic stories exploring the vastness and intricacies of the *Eclipse Phase* universe. Scheduled to ship in October 2016.

PHS 21950 .....\$19.99



### ECLIPSE PHASE: CORE RULEBOOK

Your mind is software - program it! Your body is a shell - change it! Death is a disease - cure it! Extinction is approaching - fight it! In *Eclipse Phase*, the award-winning, post-apocalyptic roleplaying game of transhuman conspiracy and horror, technology allows the re-shaping of bodies and minds, but also creates opportunities for oppression and puts the capability for mass destruction in the hands of everyone. Other threats lurk in the devastated habitats of the Fall, dangers both familiar and alien. In this harsh setting, players participate in a cross-faction conspiracy called Firewall that seeks to protect transhumanity from threats both internal and external. Scheduled to ship in October 2016.

PHS 21000 .....\$49.99



### ECLIPSE PHASE: FIREWALL

This secret organization sourcebook for *Eclipse Phase* details Firewall's history, organization, and ongoing operations, and features information about notable people, locations, internal factions, and rival organizations, including the Argonauts, Jovians, Titanians, and ultimates, as well as new traits, gear, and 16 sample characters. Scheduled to ship in October 2016.

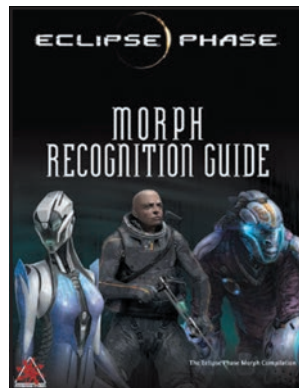
PHS 21102 .....\$49.99



### ECLIPSE PHASE: GATECRASHING

This core setting book introduces extrasolar exploration to the *Eclipse Phase* universe, enabling campaigns revolving around alien worlds and dangerous technologies. *Gatecrashing* also provides background information on the Pandora Gate wormholes, details 30 exoplanets, each accompanied with plot hooks, and includes a selection of new gear and morphs for use by gatecrashers. Scheduled to ship in October 2016.

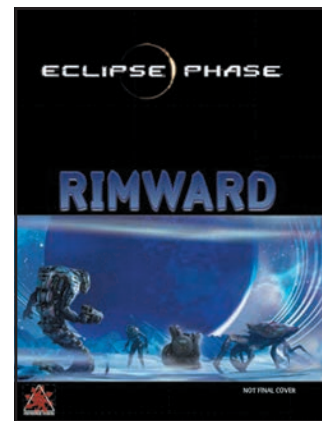
PHS 21201 .....\$44.99



### ECLIPSE PHASE: MORPH RECOGNITION GUIDE

The most important part of gear for an *Eclipse Phase* character, the *Morph Recognition Guide* compiles all the morphs and variants from other *Eclipse Phase* sourcebooks. Scheduled to ship in October 2016.

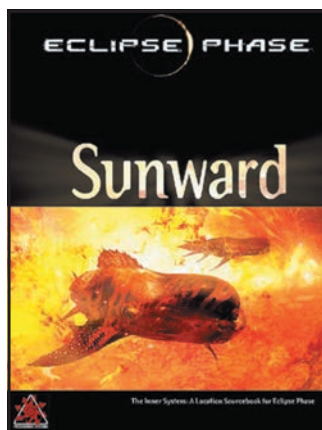
PHS 21002 .....\$44.99



### ECLIPSE PHASE: RIMWARD

This sourcebook for *Eclipse Phase* details the outer regions of the solar system, from the Main Belt to the Kuiper Belt and everything in-between. *Rimward* also provides background and information on the Jovian Republic and explores the factions, reputation system dynamics, and organizational methods of the Autonomist Alliance and its member habitats, from the technosocialist enclave of Titan to the anarchist stronghold of Locus. Scheduled to ship in October 2016.

PHS 21202 .....\$44.99



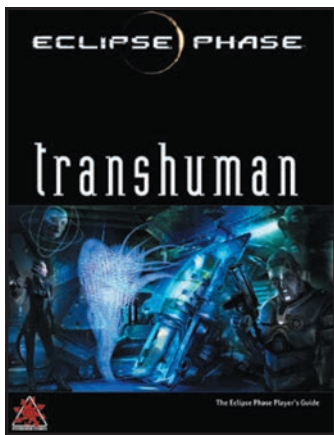
### ECLIPSE PHASE: SUNWARD - THE INNER SYSTEM

This sourcebook for *Eclipse Phase* details the inner regions of the solar system, from habitats in the solar corona to transhumanity's largest population centers on Mars. *Sunward* also provides background and information on the Planetary Consortium, the most powerful political and economic force in the solar system, and explores numerous conflicts and threats that might be used as adventure plot seeds, from tensions over the terraforming of Venus to Reclaimer efforts to recolonize a ruined Earth despite the blockade. Scheduled to ship in October 2016.

PHS 21200 .....\$44.99







### ECLIPSE PHASE: TRANSHUMAN

The expanded Player's Guide for *Eclipse Phase*, *Transhuman* introduces two additional character creation systems including 16 sample characters, as well as expanded rules and more options for flexbots, swarmanoids, asyns, and infomorphs, advice on investigation, combat tactics, espionage, and infiltration, and over 30 new morphs, traits, and character backgrounds. Scheduled to ship in October 2016.

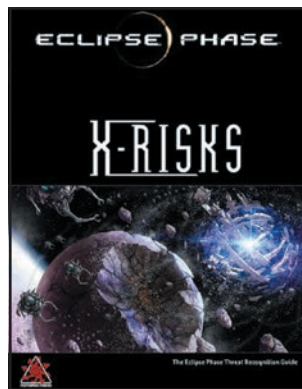
PHS 21001.....\$49.99



### ECLIPSE PHASE RPG: TRANSHUMANITY'S FATE CAMPAIGN SETTING

Extinction is Coming! Will you fight it? In *Transhumanity's Fate*, you play secret agents protecting the scattered remnants of transhumanity from threats that could wipe it out once and for all. You might be a crusading hacktivist, an anarchist militia fighter, a planet-hopping xenoscientist, a psychic detective, or a social networker owed favors by all the right people. You're a transhuman - a genetically modified human, an intelligent animal, a mind in a robotic shell, or even a bodiless artificial generalized intelligence. Your body is heavily upgraded, and your mind can communicate with every electronic device around it. You'll need every advantage, because you're up against mutants infected with an alien virus, WMD dealers, corrupted AGI god-minds, shifty amoeboid alien merchants, rampaging alien wildlife, and the ultimate threat: transhumanity's own self-destructive capabilities. *Transhumanity's Fate* brings technothriller espionage and horror in the world of *Eclipse Phase* to the Fate Core system. Scheduled to ship in October 2016.

PHS 21003.....\$19.99



### ECLIPSE PHASE: X-RISKS

Part "monster manual", part sourcebook on extinction threats, *X-Risks* catalogs and ranks existential risks - risks that threaten the entirety of transhumanity. Also included is comprehensive information on 50 aliens, machines, virus-transformed monsters, and other critters, many of them new to *Eclipse Phase*, with detailed descriptions and stats. Scheduled to ship in October 2016.

PHS 21203.....\$49.99



### SHINOBI CLANS

As a ruthless and cunning shinobi clan master, you lead your team of ninjas on missions that decide between life and death for dangerous ronin, noble daimyos, and powerful shoguns. Recruit the most skilled assassins, arm them with the deadliest weapons, and devise plans that will outwit your rivals on your way to becoming the most feared and prosperous ninja clan of them all! Scheduled to ship in October 2016.

PHS 90000.....\$24.99

### PRIVATEER PRESS

### HORDES

Scheduled to ship in January 2017.



### SKORNE DESERT HYDRA GARGANTUAN

PIP 74086.....\$109.99

### NO QUARTER MAGAZINE #70

Scheduled to ship in January 2017.

PIP NQ70.....\$8.50

### WARMACHINE

Scheduled to ship in January 2017.



### RETRIBUTION OF SCYRAH HELIOS/HYPERION COLOSSAL

PIP 35068.....\$109.99



### THE PROTECTORATE OF MENOTH COMMAND - FORCES OF WARMACHINE

Forces of Warmachine: *Protectorate of Menoth Command* provides the foundation every Protectorate player needs, including a complete listing of all current warcasters and warjacks released to date, two new warcasters, a new character warjack, and a selection of core units and solos from the Faction. Scheduled to ship in January 2017.

HARDCOVER PIP 1085.....\$44.99

SOFTCOVER PIP 1084.....\$34.99



### THE PROTECTORATE OF MENOTH EYE OF TRUTH HEAVY WARJACK

PIP 32127.....\$59.99



### THE PROTECTORATE OF MENOTH FEORA, THE CONQUERING FLAME WARCASTER

PIP 32126.....\$34.99



### THE PROTECTORATE OF MENOTH SOVEREIGN

TRISTAN DURANT WARCASTER

PIP 32118.....\$16.99

### QUICK SIMPLE FUN



### BURANO

Welcome to Burano, the island of lace located in the northern reaches of the Venetian Lagoon. Burano is known far and wide for its brightly colored, square houses that line the channels that run through the island. The island sustains itself through the efforts of the fisherman, as has been the custom since its foundation. However, the reason Burano has become the object of such desire is its beautiful, intricate lace. Crafted by the wives of fisherman while they were away, Burano's lace became highly regarded and requested by royalty all over Europe. As the head of a Burano household, it is your job to see your family succeed! Can you make your living on this beautiful island and bring international renown to Burano? Scheduled to ship in October 2016.

QSF 177602.....\$69.99



### CELESTIA

In *Celestia*, a revamped version of *Cloud 9*, players board an aircraft with a team of adventurers to perform numerous trips through the cities of Celestia and recover their wonderful treasures. Your journey will not be safe, but you will attempt to be the richest adventurer by collecting the most precious treasures! Scheduled to ship in October 2016.

QSF 177601.....\$29.99



**HANAMIKOJI**

Dive into Japanese culture and curry favor with the greatest number of geisha to make your restaurant the most revered of them all in *Hanamikoji*! Scheduled to ship in December 2016.

QSF 177603 .....\$18.99

**REAPER MINIATURES****DARK HEAVEN**

Scheduled to ship in November 2016.

**BONEHENGE COVENANT ICONIC**

RPR 03786 .....\$7.99

**DISCIPLES OF CTHON ICONIC**

RPR 03787 .....\$9.99

**DVANDRA LUKESIA, MAGGOTCROWN**

RPR 03784 .....\$7.99

**JAKOB KNOCHENGARD, DUSKWARDEN**

RPR 03785 .....\$7.99

**SPIRIT OF SPRING**

RPR 03780 .....\$6.29

**SPIRIT OF WINTER**

RPR 03779 .....\$6.29

**MASTER SERIES PAINTS: HIGH DENSITY SET 3 (37-54)**

RPR 09964 .....\$49.99

**REAPER BOXED SETS**

Scheduled to ship in November 2016.

**BEST OF SOPHIE #1**

RPR 10044 .....\$99.00

**BEST OF SOPHIE #2**

RPR 10045 .....\$99.00

**BONESYLVANIANS #1**

RPR 10042 .....\$99.00

**BONESYLVANIANS #2**

RPR 10043 .....\$99.00

**REAPER SPECIAL EDITIONS**

Scheduled to ship in November 2016.

**HALLOWEEN KNIGHT**

RPR 01449 .....\$9.99

**REAPERCON SOPHIE 2016**

RPR 01584 .....\$14.99

**REAPER CONVENTION MOUSLING**

RPR 01586 .....\$9.99

**TROLL SLAYER SOPHIE**

RPR 01442 .....\$7.29

**RED KNIGHT CARD GAMES****SWORD OF KINGS**

The king is dead, killed by the evil dragon living in the Volcanic Mountain. The kingdom is now divided as the knights fight each other to prove their claim to the throne. It is foretold that the only way to unite the land is to wield the Sword of Kings, but the Dragon carried the sword away to its Lair. Do you have what it takes to become king by defeating the dragon and its minions to regain the sword? Scheduled to ship in December 2016.

RED 001 .....\$24.99

**RENEGADE GAME STUDIOS****SPOTLIGHT ON****CASTLES OF CALADALE**

In a forgotten time, when magic could move mountains, the Kingdom of Caladale was home to people of all kinds, living in castles of unimaginable beauty. Yet, on one fateful night, an ancient spell of great power was cast by one unable to control it. By daybreak all of the castles were destroyed – their walls and towers torn apart, twisted together and scattered across the land. The people of Caladale must now rebuild, competing for walls and towers from the broken and twisted remains of each other's homes to rebuild their castles and reclaim the glory of Caladale! Scheduled to ship in February 2017.

RGS 00531 .....PI





# Sword of Kings<sup>®</sup>

## Card game



Are you up to the challenge?



The Quest  
begins in  
December



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# Every Game is a Party!



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OFFERED AGAIN

## FEATURED ITEM

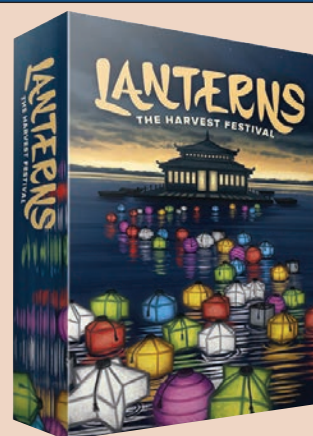


### O/A DICEY GOBLINS

These are special eggs. They have a glow that seeps deep into your soul causing an insatiable urge. Despite the peaceful look on her face, you know the sleeping mother dragon could roast your fragile goblin body without a second thought. But, you throw caution to the wind and inch towards the eggs. How many can you grab (and escape from the lair with, unscathed) before you awaken the beast? *Dicey Goblins* is a push-your-luck dice game of greedy Goblins - and stealing dragon eggs.

RGS 00517 ..... \$25.00

## SPOTLIGHT ON



### O/A LANTERNS: THE HARVEST FESTIVAL

The harvest is in — now it's time to celebrate! Place tiles, adorn the palace lake, and dedicate lanterns in this beautiful, fast-paced board game set in imperial China.

RGS 00502 ..... \$35.00

## FEATURED ITEM



### O/A LOTUS

How Does Your Garden Grow? *Lotus* is a beautiful game that grows into a unique work of art every time you play. Clear your mind and take in the quiet strength of the Lotus garden. It takes skillful care and nurturing to grow these flowers to their full potential, but once picked they provide their owner with wisdom. But, beware! There are others who will do anything to get their hands on these mystical flowers. You'll need to enlist the help of creatures native to this land to take control of the Lotus garden and achieve true enlightenment.

RGS 00527 ..... \$30.00



## RIO GRANDE GAMES



### DOMINION, 2ND EDITION

You are a monarch, like your parents before you, a ruler of a small kingdom of rivers and evergreens. Unlike your parents, however, you have hopes and dreams! You want a bigger and more pleasant kingdom, with more rivers and a wider variety of trees. You want a dominion! In all directions lie fiefs, freeholds, and fiefdoms. All are small bits of land, controlled by petty lords and verging on anarchy. You will bring civilization to these people, uniting them under your banner! To do this you will hire minions, construct buildings, spruce up your castle, and fill the coffers of your treasury, all the while preventing competing monarchs from infringing on your rightful domain! This *Second Edition* of Donald X. Vaccarino's multi-award winning signature series, *Dominion*, features six new types of Kingdom cards, new box and card art, as well as updated and revised rules and card text. Scheduled to ship in October 2016.

RGG 531 .....\$44.95



### DOMINION, 2ND EDITION: UPDATE PACK

This *Update Pack* contains the seven new Kingdom cards introduced in the *Second Edition* of *Dominion*, which allows players to incorporate them into their *First Edition* campaigns. Scheduled to ship in October 2016.

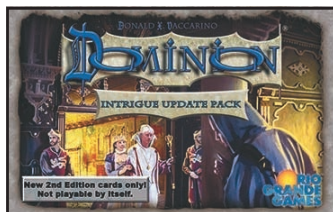
RGG 534 .....\$14.95



### DOMINION: INTRIGUE, 2ND EDITION

Introducing 25 new Kingdom cards and a complete set of Treasure and Victory cards, this revised *Second Edition* of *Dominion: Intrigue* introduces rules for playing with up to 8 players. Scheduled to ship in October 2016.

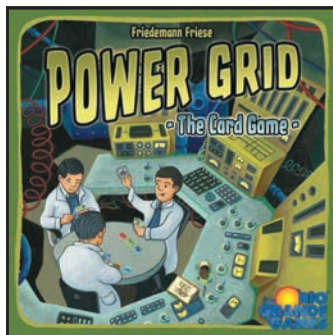
RGG 532 .....\$39.95



### DOMINION: INTRIGUE UPDATE PACK

This *Update Pack* contains the seven new Kingdom cards introduced in the *Second Edition* of *Dominion: Intrigue*, which allows players to incorporate them into their *First Edition* campaigns. Scheduled to ship in October 2016.

RGG 533 .....\$14.95

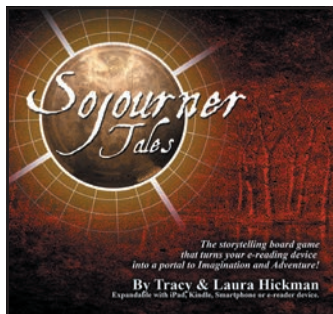


### POWER GRID: THE CARD GAME

Players take the roles of CEOs of power companies, each trying to out-produce the others in electricity. Much like *Power Grid Deluxe*, it includes a two-player version of the game where players play 'Against the Trust.' Scheduled to ship in December 2016.

RGG 536 .....\$19.95

## SIGNALFIRE STUDIOS



### SOJOURNER TALES

From legendary game designers and bestselling science fiction and fantasy authors Tracy Hickman and Laura Hickman, *Sojourner Tales* is a storytelling board game of epic adventure, twisted tales, and destiny. Use strategy and wits as you discover and collect parts of your mysterious story, then strive to be the first to complete the epic adventure. Combining strategic gameplay on the board with unique Ebook story modules and an innovative storytelling system, the tale is different every time you play as *Sojourner Tales* turns your e-reading device into a portal of adventure and imagination! Fantasy, science-fiction, mystery, horror, steampunk, fairy-tale, romance, Western... this fast-paced game grants 2-6 players a storytelling experience in genres of your choice! Scheduled to ship in February 2017.

PSI SGL-2003 .....\$39.99

## SINISTER FISH GAMES



### GREAT SCOTT - THE GAME OF MAD INVENTION

Become the greatest inventor of the Victorian Age in *Great Scott! The Game of Mad Invention!* In this game of guaranteed guffaws, cunning card combinations, and amusing alliterative amalgamations, construct an amazing machine by drafting Asset and Concept cards, and then explain how your creation works! Will you go for the high scoring cards, or play it purely for laughs and be showered in commendations from your fellow inventors? Build such wonders of science as the Diabolical Dynamite Deployed Donkey Deterrent, or the Colossal Cactus Burning Bee Booster, and be the envy of your peers! Scheduled to ship in November 2016.

IMP SIF0010 .....\$22.00

## SLUGFEST GAMES



### RED DRAGON INN: BATTLE FOR GREYPORT

The city of Greyport is nestled between ocean to the east and imposing, nearly impassable cliffs to the west. You and your adventuring companions are just returning to the bustling city of Greyport after your latest adventure. You are all looking forward to relaxing and spending some of your hard-earned loot at The Red Dragon Inn. The party will have to wait, though, because the city is under attack by evil monsters! *Battle for Greyport* is a cooperative deckbuilding game based on the characters and world of *The Red Dragon Inn*. You will travel to important locations around the city, fighting epic battles and recruiting whatever heroes and items you can along the way. Each encounter presents more opportunities to improve your deck, but also brings more dire foes for you to face. Scheduled to ship in November 2016.

IMP SFG023 .....\$44.95

## SPARTAN GAMES



### HALO: GROUND COMMAND COVENANT WRAITH TANK

SGS HGCV05 .....\$50.75

### HALO: GROUND COMMAND UNSC SCORPION TANK

SGS HGUN03 .....\$50.75

## SPIELBOX

### SPIELBOX MAGAZINE #5 2016

Scheduled to ship in December 2016.

IMP SPB20165 .....\$11.99

## STEAMFORGED GAMES

### GUILD BALL (SEASON 2)

Scheduled to ship in November 2016.



### ALCHEMIST VETERAN KATALYST 50MM

SFG BALC02-005 .....\$34.99



### BREWER VETERAN SPIGOT 30MM

SFG BBRE02-005 .....\$14.99





**BUTCHER VETERAN  
BRISKET 30MM**

SFG BBUT02-005.....\$14.99



**MASON VETERAN  
HARMONY 30MM**

SFG BMAS02-005.....\$14.99



**GUILD BALL KICK OFF!  
2-PLAYER STARTER SET**

Join the star players from the popular Brewer's and Mason's Guilds as they take to the pitch to fight for the Sovereign States Championship. Complete with everything an aspiring coach needs to play, *Kick Off!* is the perfect entry point for the amazing world of *Guild Ball*, a bloody mob football game of intense action and high stakes!

SFG SFKO-001.....\$69.99

**STEVE JACKSON GAMES**



**MUNCHKIN: GUEST ARTIST  
EDITION (EDWIN HUANG)**

This *Guest Artist Edition* features completely re-illustrated game cards, a gameboard featuring Edwin Huang's *Munchkin* art, and male and female standies for each player. Scheduled to ship in February 2017.

SJG 1524.....\$29.95

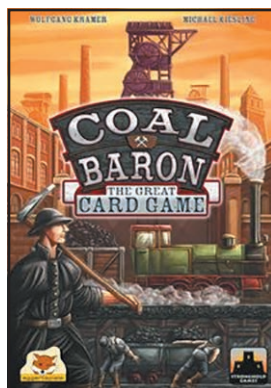


**MUNCHKIN APOCALYPSE:  
JUDGE DREDD BLISTER PACK**

Bring Justice to the Apocalypse! Featuring illustrations taken directly from 30-plus years of *Judge Dredd* comic history, this 15-card booster pack showcases characters and items from the hit comic *Judge Dredd*! Bring law to the lawless and keep your games of *Munchkin Apocalypse* in line with "street judges" - the brutal, crusading lawmen who take on the combined role of judge, jury, and executioner for the criminals of a dystopian future. The judges, themselves, are monster cards, and there's plenty of Dredd-themed loot, too, such as the Judge's Badge! Scheduled to ship in February 2017.

SJG 4248.....\$5.95

**STRONGHOLD GAMES**



**COAL BARON:  
THE GREAT CARD GAME**

The city of Essen, Germany at the turn of the 20th Century was a center for coal mining in Europe. Immerse yourself in the dark world of coal mining as you extract coal from pits, load coal to wagon trains, then rail your coal off to distant locations in search of fortunes. *Coal Baron: The Great Card Game* is a standalone game based on the *Coal Baron* board game. Scheduled to ship in January 2017.

PSI SG-8025.....\$39.95



**TOY VAULT**



**LABYRINTH: CHARACTER  
MAGNET SET**

If digging through your refrigerator sometimes feels like you're lost in a Labyrinth, why not go all out and decorate it with Jim Henson's *Labyrinth* 3-Piece Magnet Set! Now Jareth the Goblin King, Ludo, and a Firey will happily safeguard your perishables and do their best to keep your milk from expiring. Scheduled to ship in December 2016.

TOY 70012.....\$9.99

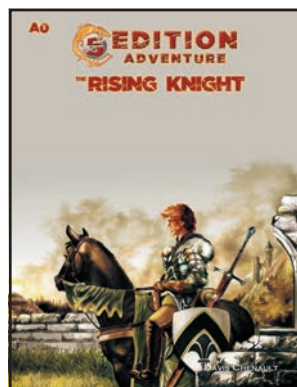


**OUTLANDER: DESTINY DICE GAME**

*Outlander: Destiny Dice* gives players the power to bring Jamie and Claire from the hit Starz series together and fulfill their destiny. Beware of Black Jack Randall and Laoghaire Mackenzie who stand in your way, while Jenny or Dougal can assist you in your chosen path. Plus, alter destiny with action cards which allow players to reroll dice or modify their roll. Scheduled to ship in January 2017.

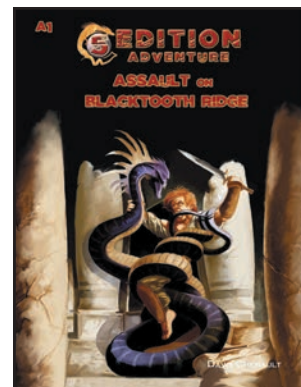
TOY 24002.....\$34.99

**TROLL LORD GAMES**



In the shadows of the Blacktooth Ridge, the village of Malfort is nestled along the banks of the Drunderry River, near the Fallow Hills. A quiet village with simple people, they learned the hard way the Blacktooth Ridge casts a deep and dark shadow. Seeing rich prizes in cattle and grain, people and other movables, Griznak the Gnoll has come down from the Blacktooth with loot on his mind. At their wits end, the villagers turn to others, more experienced in combatting evil. They look to a rising knight to save them... *The Rising Knight* is a Level 1 *5th Edition Adventure*. Scheduled to ship in November 2016.

IMP TLG19302.....\$9.99



**5TH EDITION ADVENTURES: A1 -  
ASSAULT ON BLACKTOOTH RIDGE**

The Blacktooth Ridge, far to the north and east of the more civilized lands, is fabled for its string of long-abandoned fortresses, treasure houses, temples, and underground mansions. This alone is an invitation for many an adventurer seeking fame and fortune. But it is an altogether dangerous place, tainted with the evil of the Horned One and those who still worship him in hidden caves and darkened temples. Now, raids and plundering confound the settlements near the Blacktooth Ridge. The call has gone out, the mustering of militias is at hand, and the Blacktooth Ridge beckons to any and all willing to come to their aid and discover what is calling forth these foul creatures. *Assault on Blacktooth Ridge* is a *5th Edition Adventure* for character Levels 1-3. Scheduled to ship in November 2016.

IMP TLG19303.....\$9.99



**5TH EDITION ADVENTURES:  
A2 - SLAG HEAP**

The hunt is on! Agents have hired out the infamous Redcaps to raid along the Hruesen River and Baron Botkin wants them brought to justice. The trail is growing cold and the evil doers are desperate and in hiding somewhere in the Barren Wood in those dangerous thorpes near the SLAG HEAP - an ancient complex of unknown origin and terrifying reputation. *The SLAG HEAP* is a Level 24 *5th Edition Adventure*. Scheduled to ship in November 2016.

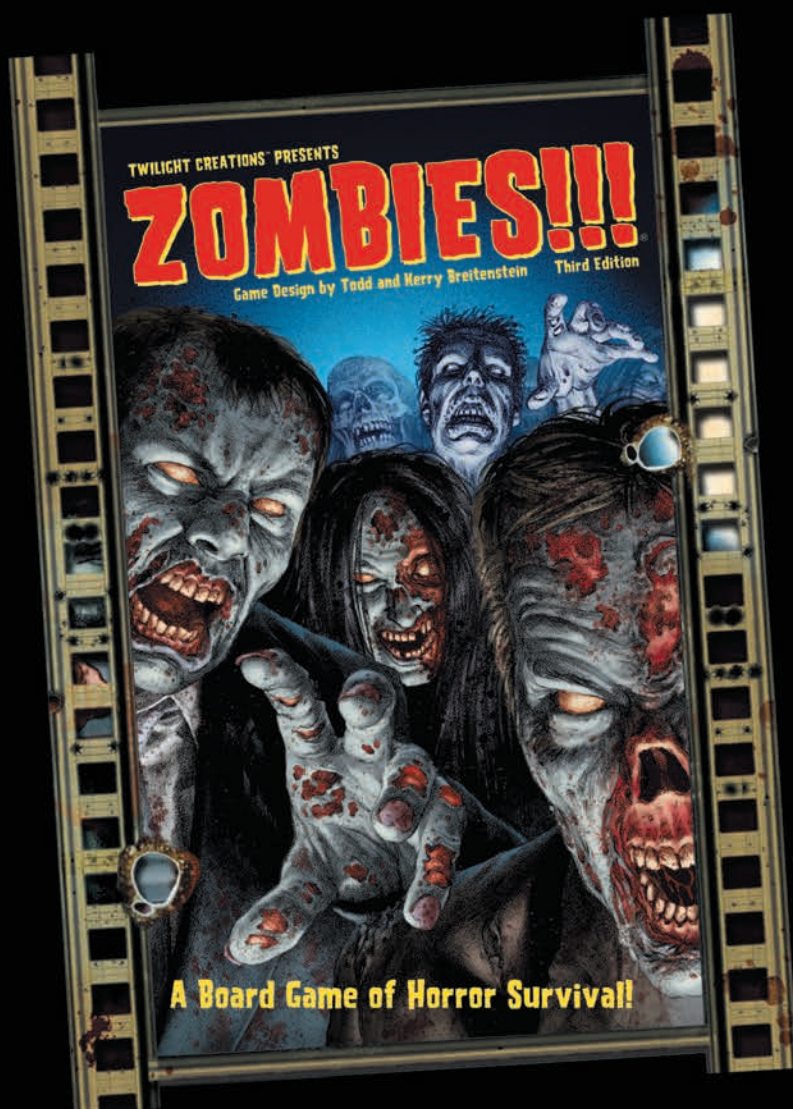
IMP TLG19304.....\$9.99

**5TH EDITION ADVENTURES:  
A0 - THE RISING KNIGHT**

In the shadows of the Blacktooth Ridge, the village of Malfort is nestled along the banks of the Drunderry River, near the Fallow Hills. A quiet village with simple people, they learned the hard way the Blacktooth Ridge casts a deep and dark shadow. Seeing rich prizes in cattle and grain, people and other movables, Griznak the Gnoll has come down from the Blacktooth with loot on his mind. At their wits end, the villagers turn to others, more experienced in combatting evil. They look to a rising knight to save them... *The Rising Knight* is a Level 1 *5th Edition Adventure*. Scheduled to ship in November 2016.

IMP TLG19302.....\$9.99





**ZOMBIES!!!** puts you in the middle of the action as you try to escape the relentlessly advancing zombie horde. Players must use a combination of wits and brawn to be the first to the helipad and certain escape. The only problem is, the zombies are everywhere and they appear to be very hungry.

The game, for two to six players, features an ever-changing map and an ever-growing army of the undead. Players take turns playing map tiles, placing zombies, running furiously, fighting and generally creating havoc for the opposition. Combined, this makes ZOMBIES!!! a different game everytime you play it.

**The helicopter is about to leave, will you make it?**

[www.twilightcreationsinc.com](http://www.twilightcreationsinc.com)

TLC 2011

SRP \$29.99



**SUPPLEMENT YOUR ZOMBIES!!! EXPERIENCE WITH...**



**AND**



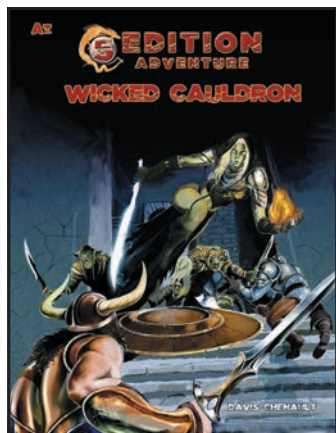
**3D Bullets (TLC 2027)  
and Hearts (TLC 2028)**

**AVAILABLE NOV/DEC 2016**



**OFFICIAL ZOMBIES!!! GAME  
SOUNDTRACK FROM  
MIDNIGHT SYNDICATE  
AVAILABLE NOW**





### 5TH EDITION ADVENTURES:

#### A3 - THE WICKED CAULDRON

Traveling to the far reaches of the Barren Wood is perilous in the best of times, and these are not the best of times. Here, in the forest's western eves, the trees are old, with tangled roots deep in the ground, and ancient ruins, many predating the Winter Dark, lie buried in cool deeps, their halls and towers abandoned to the wilderness and to time. The most famous of the ruins is the Old Ziggurat. Built by the Aenochians, its many levels served the priests of that ancient empire some 1300 years ago. Any would-be heroes willing to enter this foul place must gird themselves for desperate battle against both the arcane and mundane. For here resides one of the Witch Queens of old, and she has surrounded herself with the remnants of the Horned One's armies and the cohorts of those wrecked and ruined in the foul pits of Auftrag! *Wicked Cauldron* is a 5th Edition Adventure. Scheduled to ship in November 2016.

IMP TLG19305 .....\$9.99



### 5TH EDITION ADVENTURES:

#### A4 - USURPERS OF THE FELL AXE

Called to seek out the source of the Baron Dietbold of Ludensheim's wealth and power, one runs the gamut of greedy merchants, corrupt sheriffs, and the diabolical machinations of those who seek conquest of this land. More foulness is afoot in Ludensheim than in all the towns of the Hruesen combined, and many a desperate battle lays ahead before justice triumphs. And as with all things along the Blacktooth Ridge, the memory of the Horned God lingers, his influence driving the designs of all his one-time minions. *Usurpers of the Fell Axe* is a low level 5th Edition Adventure. Scheduled to ship in November 2016.

IMP TLG19306 .....\$9.99

## ULTRA PRO INTERNATIONAL



### CARDFIGHT VANGUARD:

#### BLESSING OF DIVAS

##### PLAYMATS 24" X 13.5"

Scheduled to ship in October 2016.

CORAL

UPI 85230.....PI

RAINDEAR

UPI 85231.....PI

SPICA

UPI 85232.....PI

VERT

UPI 85234.....PI



### CUB3 DECK BOX SOLID BLACK

Scheduled to ship in December 2016.

UPI 84987.....PI



### DIA DE LOS MUERTOS (DISPLAY 6)

This trick-taking game features beautifully illustrated, original art pieces that are visually stunning and reflect the Mexican Holiday. *Dia Los Muertos* is non-linguistic - numeric and symbol based - with rules in English and Spanish. Scheduled to ship in October 2016.

UPI 10050.....PI



### DIA DE LOS MUERTOS: DELUXE

This trick-taking game features beautifully illustrated, original art pieces that are visually stunning and reflect the Mexican Holiday. *Dia Los Muertos* is non-linguistic - numeric and symbol based - with rules in English and Spanish. This *Deluxe Edition* of *Dia Los Muertos* comes with a coloring book and stickers of the cards, all packed in a decorative game box. Scheduled to ship in October 2016.

UPI 10051.....PI



### DIAS DE LAS MUERTOS DECK BOX

UPI 84982.....PI



### DIAS DE LAS MUERTOS STANDARD SIZE DECK PROTECTOR SLEEVES (50)

CAT

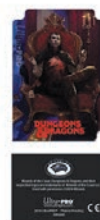
UPI 84948.....PI

DOLL

UPI 84947.....PI

MARIACHI

UPI 84946.....PI



### DUNGEONS & DRAGONS:

#### PLAYMATS 24" X 13.5"

Scheduled to ship in November 2016.

BEHOLDER

UPI 86524.....PI

COUNT STRAHD VON ZAROVICH

UPI 86522.....PI

FIRE GIANT

UPI 86523.....PI



### DUNGEONS & DRAGONS:

#### STANDARD SIZED DECK

##### PROTECTOR SLEEVES (50)

Scheduled to ship in November 2016.

BEHOLDER

UPI 86517.....PI

COUNT STRAHD VON ZAROVICH

UPI 86515.....PI

FIRE GIANT

UPI 86516.....PI



### FATE/STAY NIGHT: HEROINES SMALL SIZE DECK PROTECTOR SLEEVES (60)

Scheduled to ship in October 2016.

UPI 84943.....PI



### FORCE OF WILL: HALLOWEEN LIMITED EDITION PLAY MAT

Scheduled to ship in October 2016.

UPI 84897.....PI

### DUNGEONS & DRAGONS:

#### FULL-VIEW DECK BOXES

Scheduled to ship in November 2016.

BEHOLDER

UPI 86520.....PI

COUNT STRAHD VON ZAROVICH

UPI 86518.....PI

FIRE GIANT

UPI 86519.....PI



# 13 MINUTES

THE COLD WAR, 1946-1989



# 13 MINUTES

THE COLD WAR, 1946-1989



Ultra•PRO  
ENTERTAINMENT

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Releasing  
Q1



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ANDY VAN ZANDT

Ultra•PRO  
ENTERTAINMENT

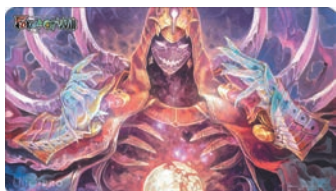


# ASCENSION

GIFT OF THE ELEMENTS





**FORCE OF WILL: L2:  
LEGACY LOST PLAYMATS**

Scheduled to ship in December 2016.

V.1	
UPI 85263.....	PI
V.2	
UPI 85264.....	PI
V.3	
UPI 85265.....	PI

**HEAVY METAL DICE:  
D20 2-DICE SETS**

GOLD WITH WHITE

UPI 85089..... PI

GUN METAL WITH WHITE

UPI 85090..... PI

**KILL LA KILL: SISTERS SMALL SIZE  
DECK PROTECTOR SLEEVES (60)**

Scheduled to ship in October 2016.

UPI 84945..... PI

**THE LEGEND OF ZELDA A LINK  
BETWEEN WORLDS 9-POCKET  
FULL-VIEW PRO BINDER**

Scheduled to ship in November 2016.

UPI 85211..... PI

**OVERKILL: HALLOWEEN  
SLASHER (DISPLAY 6)**

Overkill is a card game where players attempt to come up with the most ridiculous or creative horror movie-themed kill. Players take on the roles of various monsters from horror movie lore, and compete for the most prized victims. When down breaks, the player with the most total points worth of victims wins! Scheduled to ship in October 2016.

UPI 10031..... PI

**THE LEGEND OF ZELDA:  
STANDARD DECK  
PROTECTOR SLEEVES (65)**

Scheduled to ship in November 2016.

BLACK &amp; GOLD

UPI 85205..... PI

MAJORA'S MASK

UPI 85218..... PI

TRI-FORCE

UPI 85209..... PI

**MAGIC THE GATHERING:  
HOLIDAY PLAY MAT 2016**

Scheduled to ship in December 2016.

UPI 86537..... \$11.25

**MAGIC THE GATHERING:  
JANUARY 2017**

Scheduled to ship in January 2017.

9-POCKET PRO BINDER

UPI 86498..... PI

FULL-VIEW DECK BOX V1

UPI 86489..... PI

FULL-VIEW DECK BOX V2

UPI 86490..... PI

FULL-VIEW DECK BOX V3

UPI 86491..... PI

PLAYMAT V1

UPI 86492..... PI

PLAYMAT V2

UPI 86493..... PI

PLAYMAT V3

UPI 86494..... PI

PLAYMAT V4

UPI 86495..... PI

PLAYMAT V5

UPI 86496..... PI

PLAYMAT V6

UPI 86497..... PI

STANDARD DECK PROTECTORS V1 (80)

UPI 86486..... PI

STANDARD DECK PROTECTORS V2 (80)

UPI 86487..... PI

STANDARD DECK PROTECTORS V3 (80)

UPI 86488..... PI

**THE LEGEND OF ZELDA:  
STANDARD DECK PROTECTOR  
SLEEVES (65)**

Scheduled to ship in November 2016.

TWILIGHT PRINCESS

UPI 85220..... PI

BLACK AND GOLD

UPI 85206..... PI

MAJORA'S MASK

UPI 85219..... PI

TWILIGHT PRINCESS

UPI 85221..... PI

**POKÉMON TCG: XY12 PORTFOLIO**

Scheduled to ship in November 2016.

4-POCKET

UPI 84624..... PI

9-POCKET

UPI 84625..... PI

**POKÉMON: POKÉBALL FULL-VIEW**

Scheduled to ship in December 2016.

DECK BOX

UPI 85121..... PI

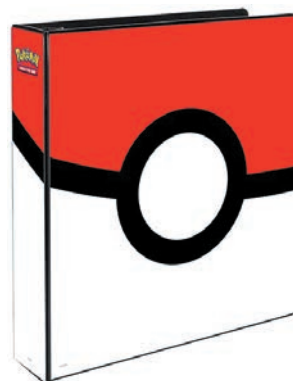
PRO BINDER

UPI 85122..... PI

**POKÉMON: POKÉBALL  
PLAYMAT 24" X 13.5"**

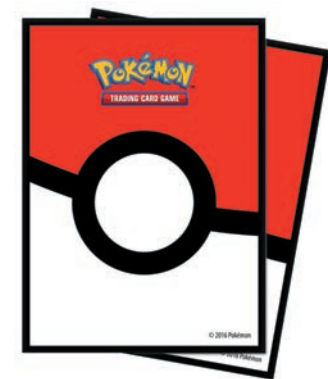
Scheduled to ship in December 2016.

UPI 85246..... PI

**POKÉMON: POKÉBALL  
2" ALBUM**

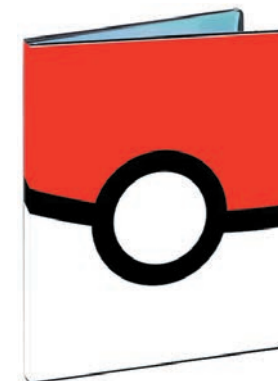
Scheduled to ship in December 2016.

UPI 85249..... PI

**POKÉMON: POKÉBALL STANDARD  
DECK PROTECTOR SLEEVES (65)**

Scheduled to ship in December 2016.

UPI 85120..... PI

**POKÉMON: POKÉBALL  
PORTFOLIOS**

Scheduled to ship in December 2016.

4-POCKET

UPI 85247-P..... PI

9-POCKET

UPI 85248-P..... PI

**REALMS OF HAVOC  
BOOK LIFE COUNTER**

UPI 84511..... PI





# THE FLIP IT, NAME IT, WORD GAME!

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With 10 different games to play and 160 categories, Tapple® 10 is the perfect on-the-go word game. The compact travel case and fast pace equals FUN for the WHOLE family!  
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**SWORD ART ONLINE II:  
ASUNA SMALL SIZE DECK  
PROTECTOR SLEEVES (60)**

Scheduled to ship in October 2016.  
UPI 84944..... PI



**TOBACCO SIZE SLEEVES (100)**

UPI 84868..... PI



**TOBACCO SIZE TOPLOADER (25)**

UPI 84869..... PI



**TOBACCO UV ONE TOUCH  
MAGNETIC HOLDER**

UPI 84734-UV..... PI

UPPER DECK



**THE DINGO ATE THE BABY**

Babies scaring Elephants, Elephants stomping Lions, Lions eating Dingoes, and, of course, Dingoes eating Babies! And, watch out for Monkeys! Designed by industry legend Mike Elliott, *The Dingo Ate the Baby* is a brilliant variant on "Rock, Paper, Scissors". Scheduled to ship in March 2017.

UDC 87209..... PI



**LEGENDARY DBG:  
MARVEL NOIR EXPANSION**

Five New Heroes! Two Villain Groups! Two New Masterminds! Join Spider-Man, Iron Man, Daredevil, Luke Cage, and Angel in their *Marvel Noir* setting in this 100-card expansion for *Legendary: A Marvel Deck-Building Game*. Scheduled to ship in February 2017.

UDC 87265..... PI

USAOPOLY



**MUNCHKIN: MARVEL  
EDITION - X-MEN  
(STAND ALONE OR EXPANSION)**

Scheduled to ship in February 2017.  
PSI MU011-460..... \$19.95

WARLORD GAMES

**BOLT ACTION**



**BOLT ACTION 2 STARTER-  
BAND OF BROTHERS**

WLG 401510001..... PI



**HOLLYWOOD TIGER**

WLG 412001..... PI



**M3 STUART TROOP**

WLG 013001..... PI



**ODDBALL HEROES**

WLG 213001..... PI



**ODDBALL SHERMAN**

WLG 413001..... PI



**US AIRBORNE**

WLG 013101..... PI

**KONFLIKT 47**



**ALLIED COYOTE/GUARDIAN  
LIGHT WALKER**

WLG 411002..... PI



**BRITISH ARMoured  
INFANTRY PREVIEW PACK**

WLG 010601..... PI



**SOVIET HEAVY INFANTRY  
PREVIEW PACK**

WLG 010803..... PI

**SAVAGE CORE**



**AMAZONS 1**

WLG WG-SC-28..... PI



**AMAZONS 2**

WLG WG-SC-29..... PI





**AMAZON WARLEADER**  
WLG WG-SC-27 ..... PI



**HERR KLEE**  
WLG WG-SC-42 ..... PI



**NEANDERTHAL CHIEF**  
WLG WG-SC-33 ..... PI



**SIMIANS 1**  
WLG WG-SC-22 ..... PI



**SIMIANS 2**  
WLG WG-SC-23 ..... PI



**ANNALISSE**  
WLG WG-SC-41 ..... PI



**JAGUAR TRIBE 1**  
WLG WG-SC-37 ..... PI



**SIMIAN ALPHA**  
WLG WG-SC-21 ..... PI



**ZA KHOR**  
WLG WG-SC-39 ..... PI



**CRO MAGNON 1**  
WLG WG-SC-31 ..... PI



**JAGUAR TRIBE 2**  
WLG WG-SC-38 ..... PI

## VALLEJO

**PAINTING MINIATURES FROM A TO Z (VOL 2)**  
Scheduled to ship in December 2016.  
VAL 75010 ..... \$59.99



**CRO MAGNON 2**  
WLG WG-SC-32 ..... PI



**JAGUAR TRIBE CHIEF & SON**  
WLG WG-SC-36 ..... PI

## WIZARDS OF THE COAST

FEATURED ITEM

**MAGIC THE GATHERING CCG: DUEL DECKS MIND VS. MIGHT (6)**  
 Brains or brawn? Cunning or strength? Test your guile and brute force with *Mind vs. Might* Duel Decks for *Magic: The Gathering*. Clever plots or raw power - which will you choose? **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
 WOC C09270000 ..... \$149.94



**CRO MAGNON CHIEF**  
WLG WG-SC-30 ..... PI



**NEANDERTHAL 1**  
WLG WG-SC-34 ..... PI

FEATURED ITEM

**MAGIC THE GATHERING CCG: MODERN MASTERS 2017 (24)**  
*Modern Masters 2017 Edition* takes players back to some of the most remarkable sets from recent history, representing everything from *Eighth Edition* through *Magic 2014*, including trips through *Innistrad* and *Return to Ravnica*. Featuring new artwork on a number of cards, every card in *Modern Masters 2017 Edition* can be added to your favorite Modern-format decks. 15 cards per pack / 24 packs per display. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
 WOC C19310000 ..... \$239.76



**HARRANNA**  
WLG WG-SC-40 ..... PI



**NEANDERTHAL 2**  
WLG WG-SC-35 ..... PI



WIZKIDS/NECA

## FEATURED ITEM



## ICONS OF THE REALMS

**DUNGEONS & DRAGONS FANTASY MINIATURES:  
ICONS OF THE REALMS EPIC LEVEL STARTER SET**

Continue your epic-level *Dungeons & Dragons* adventure with all-new equipment and effects from the *D&D Icons of the Realms Miniatures Epic Level Starter*, complete with a foldable 21" x 15" map to use for your next campaign. Scheduled to ship in April 2017.

WZK 72779 ..... \$24.99

## FEATURED ITEM



MARVEL

HEROCLIX

**MARVEL HEROCLIX: AVENGER/DEFENDERS  
WAR BOOSTER BRICK (10)**

Through the manipulation of Dormammu and Loki, the Avengers and the Defenders are at odds in the *Marvel HeroClix: Avengers/Defenders War*! With this *Marvel HeroClix* expansion new figures gain the Shifting Focus mechanic, while Heroes can gain the support of their allies with team building, whether it's Captain America fighting alongside Iron Man, Daredevil teaming up with the Hulk, or even Black Panther leading the Wakandan Warriors. Plus, *HeroClix 15th Anniversary Throwback* figures hearken to the early days of *HeroClix* and the unparalleled mysticism of an exciting, new Dr. Strange is unleashed! The *Marvel HeroClix: Avengers/Defenders War Booster Brick* introduces over 70 new figures to collect & play. Scheduled to ship in May 2017.

WZK 72545 ..... \$129.90

**MARVEL HEROCLIX: AVENGER/DEFENDERS  
WAR DICE & TOKEN PACK**

The *Marvel HeroClix: Avengers/Defenders War Dice & Token Pack* contains two custom dice with the Marvel Knights logo and six action tokens featuring Daredevil, Luke Cage, Iron Fist, Jessica Jones, Punisher, and Elektra. Scheduled to ship in May 2017.

WZK 72549 ..... \$9.99

**MARVEL HEROCLIX: AVENGER/DEFENDERS  
WAR MARVEL KNIGHTS FAST FORCES**

The *Marvel HeroClix: Avengers/Defenders War "Marvel Knights" Fast Forces Pack* features six all-new dial designs showcasing Daredevil alongside other Marvel Knights heroes including Luke Cage, Iron Fist, Jessica Jones, Punisher, and Elektra! Scheduled to ship in May 2017.

WZK 72547 ..... \$16.99

## FEATURED ITEM



MARVEL

GUARDIANS  
OF THE GALAXY  
VOL. 2

HEROCLIX

**MARVEL HEROCLIX: GUARDIANS OF THE GALAXY V2  
GRAVITY FEED 'A' (CORE/HOBBY)**

Count down to the release of the *Guardians of the Galaxy 2* movie with this 24-count Gravity Feed display featuring 10 different figures from *Marvel HeroClix: Guardians of the Galaxy 2*! Scheduled to ship in April 2017.

WZK 72651 ..... \$71.76

**MARVEL DICE MASTERS:****GUARDIANS OF THE GALAXY 90 CT. GRAVITY FEED**

*Marvel Dice Masters: Guardians of the Galaxy* takes dice-building action to the edge of the galaxy - and back! Build a team just like StarLord, using Guardians like Rocket and Groot, or others making their Dice Masters debut, like Angela, Yondu, and Cosmo! Defeat never-before-seen villains and collect exciting, new actions! Introducing more than 30 heroes and villains (and their dice!), each *Marvel Dice Masters: Guardians of the Galaxy Foil Pack* contains two cards and two dice that players can add to their *Dice Masters* collections. Scheduled to ship in April 2017.

WZK 72509 ..... \$89.10

## FEATURED ITEM

PATHFINDER  
BATTLES**PATHFINDER BATTLES: CROWN OF FANGS BRICK (8)**

From fearsome skeletons, Red Mantis Assassins, and Grey Maidens, to monstrous giants and rare "dungeon dressing" inserts, *Crown of Fangs* provides a legion of high-utility monsters and heroes suitable for any fantasy roleplaying campaign. This 52-figure *Pathfinder Battles* expansion is offered in 8-count booster bricks. Scheduled to ship in April 2017.

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# Uwe Rosenberg *Le Havre*

## LE HAVRE

MFG 3518 ..... \$70.00 | Available February 2017!

The place is the south coast of the English Channel, in the Normandy region of France. Here rests the magnificent port of Le Havre, gateway to Europe. In Uwe Rosenberg's classic board game, *Le Havre*, players are competing to become the preeminent shipping magnate, outshining their competitors.

*Le Havre* has been out of print for a while, but soon it will be sailing back into hobby game stores courtesy of Mayfair and Lookout Games. This version will also include some extras, like the *Le Grand Hameau* expansion and some other promos cards that have never been included in the base game. Let's take a look at the game and why it's one you'll definitely want to look at if you're a fan of strategy games.

The game focuses not only on the processing and sale of goods, but on the infrastructure required to perform that processing: the buildings and services that take raw materials and transform them into processed goods (which command a higher price, naturally). That said, maintaining the most basic of requirements — the workers that operate everything — cannot be overlooked.

There are two ways to play the game: full or shortened. The full game with five players can run over three hours, but a shortened four-player game can be played in about two hours. You can adjust the length up or down based on the length of time that you want to play, or perhaps

playing a shortened game to learn the rules before moving on to the full game.

Each turn, players reveal goods coming into the harbor. Goods early in the game are basic resources: fish, grain, cattle, and wood, for example. On the back of each of these is a "processed" version: smoked fish, bread, meat, and charcoal. From there they take one of two main actions, either to take all the goods from one dock (all the accumulated wood or clay, for example) or to use their worker. Alternately, players can take special actions, to buy buildings, sell buildings, or repay loans.

After every seven turns, the round ends and the game advances to a new year. This requires players to feed their workers and allows them to take a harvest. During the harvest, players with one grain will grow an additional grain and players with two cattle will breed one additional cattle.

As the game progresses, players will begin to build ships, both for exporting goods but also to import food to feed their workers. Players will also build a variety of buildings allowing their workers to take more actions, such as converting grain into bread, or smoking fish to making each a more valuable source of food.

Buildings are sometimes owned by the city, meaning that anyone can use the building (as long as someone hasn't already). But, you may also take control of a building, meaning that a player who uses it must pay a fee on top of whatever effect the building has. Owning the right buildings can be a lucrative extra source of income (or at least to help pay for the buildings that you visit)!

At the end of the game, players add up the value of all their buildings and ships, plus their gold on hand, and whoever has the most gold is the winner!

...

**About *Le Havre*:** *Le Havre* was designed by Uwe Rosenberg for 1-5 players, ages 10 and up. Games take between 30 and 150 minutes.





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# CORVUS BELLI INFINITY

## THE TOHAA CHALLENGE

AN ARTICLE BY GUTIER LUSQUÍÑOS. EDITED BY JEREMY BRECKBILL.

Corvus Belli has released a new 300 Points Pack which includes all the models necessary to compose a whole playable army list for the Tohaa. This race is the latest addition to the Infinity universe, a new contender entering in the ring of the Human Sphere.

The Tohaa are an advanced alien civilization currently waging an open war against the EI and its Combined Army. Guardians of one of the great treasures of the universe, the Tohaa have withstood the EI's onslaught longer than any other race in this galaxy. The Tohaa are masters of biotechnology, which enables them to build terrible viral weapons and impervious symbiotic armors, but also to alter other species, granting them more intelligence so they can fight by their side. The Tohaa need allies, and Humanity seems fitting for the first line of fight against the Combined Army.

The forces of the *Tohaa Trident*, the name of the army of this implacable race, have a peculiar operating structure based on the number three, as illustrated by their combat Triads, units of three members that act as one. Also of note are the naming conventions of their regiments, inspired by an ancient numerological system. Tohaa troops are highly professional, seasoned in a thousand battles against the EI and have a long history of fighting on their own, without support and hopelessly outnumbered.

Virtuosos of the impossible, the Tohaa are great strategists who know how to move and operate in closed and complex situations. Even when surrounded and completely besieged, the Tohaa break free of hampering situations with direct, disruptive actions, punching through opposition via unexpected vectors. They are the only ones that seem capable of facing the unrelenting tide of the Combined Army in its unstoppable sequence of conquests.

But the wear of endless years of war is taking its toll on the Tohaa civilization. They are starting to show clear signs of exhaustion, and are in desperate need of an alliance with Humanity. The question is, are the Tohaa really willing to collaborate fully and openly with their new allies? Or will they try to sacrifice the humans just for a modicum of respite to build their forces for the final blow against the EI?



תוהא







**300**  
POINTS

ARMY LIST  
CORVUS BELLII  
**INFINITY**

# תוהא TOHAA PACK



"IN OPEN WAR AGAINST THE EI  
AND ITS COMBINED ARMY, THE  
TOHAA HAVE WITHSTOOD THE EI'S  
ONSLAUGHT LONGER THAN ANY  
OTHER RACE IN THIS GALAXY.

THIS IMPLACABLE RACE, SEASONED  
IN A THOUSAND BATTLES, ARRIVES  
IN A 300 POINTS BOX READY TO  
FACE ANYONE"



CORVUS BELLII  
**INFINITY**

[INFINITYTHEGAME.COM](http://INFINITYTHEGAME.COM)



# The Blood of an Englishman

## THE BLOOD OF AN ENGLISHMAN

RGS 00554 ..... \$15.00 | Available November 2016!

Games aren't just for kids anymore. However, drawing on strong emotions we had when we were young can be a great way to create the experience that we want when sitting down to enjoy a game as an adult. *The Blood of an Englishman*, a very serious strategy game with tough decisions, was inspired by my young son, Benjamin. He must have been about two-and-a-half years old. It was story time and we had exhausted our usual picture books. After scanning the bookshelf, I came across a beautiful hardcover book with very few pictures that included one of my very favorite stories, *Jack and the Beanstalk*.

I figured I'd see how far I'd get.

I remember his eyes going wide when I read (doing my best booming baritone), "*Fee! Fi! Foe! Fum! I smell the Blood of an Englishman!*" He moved closer to me and looked up with a smile on his face that was a mix of fascination and terror. I leaned in, "Be he alive or be he dead, I'll *grind* his bones to make my bread!" He made me finish the whole story and then asked me earnestly if giants were real, assuring me he'd have an axe ready if he was ever chased by one.

The next morning, I was getting ready for work and I heard, "*Fee! Fi! Foe! Fum!*" Benjamin was stomping around the house, coming to get me. It was fun to see his imagination come alive, and how he had instantly picked up on those four iconic words that ultimately don't mean anything. They're almost onomatopoeic.

On my way into work, I immediately saw a game where those words were on separate cards, and when the Giant was able to bring them all into the right position, it meant he had gotten Jack.

Over the next few days, I had settled on stacks of cards representing the beanstalk and the castle. The general outline of the game fell into place quickly, and the core of the asymmetrical gameplay - nimble Jack versus the powerful Giant - was clear and present. But it turned out that that part was just the beginning.

Jack is able to make three small moves on his turn, collecting or rearranging beanstalk cards in order to create three beanstalks each with a treasure on top. This represents the three trips that Jack took up the beanstalk to steal items from the giant. The Giant is slow, but can make larger moves. He is only able to make one move per turn. He can move four cards all together, move two separate cards, or discard a card from the game. His goal is to connect Fee, Fi, Foe, and Fum vertically or horizontally. Simple moves, but very tough decisions!

I wanted to create something that evoked that mix of emotions Benjamin had felt: fear, excitement, anticipation. It needed to be

balanced. Imbalances make games more predictable. The beauty of playing a game again and again versus a story is that we don't know how a game is going to end. But that's only as true as the balance you're able to offer in that game.

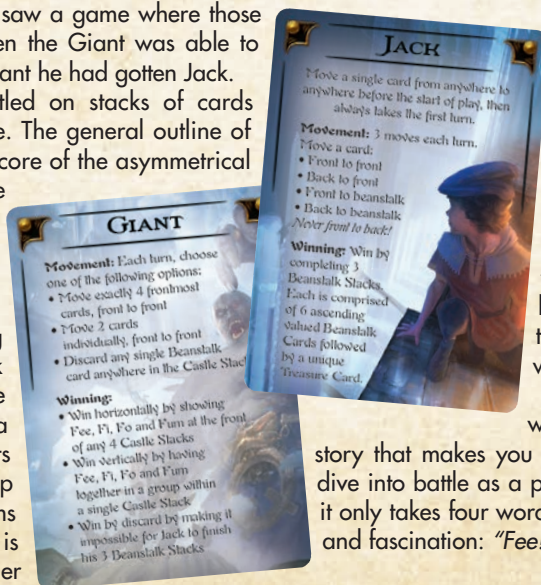
I went through more than 80 different versions of the rules, trying to find just the right set of interactions to provide that deep and engaging play experience that made that ending feel tense and unpredictable. I knew what I wanted, but the solution eluded me. I got stuck and put the game aside for three months at one point, but I came back to it and tried more ideas.

Finally, after years of taking Jack and the Giant to meetups and conventions when I could, I felt it was just about ready. I took it to Unpub 6 in Baltimore with the intention of proving to myself that the game was balanced by handing out copies to playtesters and

asking them to log their plays. That's where I met Scott and Sara from Renegade Games. They played the game and enjoyed it and asked me if I was looking for a publisher.

We worked together, organizing massive playtesting events which, in conjunction with my own statistics, resulted in a database of playtest results that finally showed that the game was working the way I wanted. There was fantastic parity between the roles and I am so happy that the final set of rules achieved the balance I was looking for.

Now that the game is going to be shared with the world, I invite you to rediscover a story that makes you wide-eyed with wonder, and tempts you to dive into battle as a penniless hero or a ravenous giant. After all, it only takes four words to bring us all back to childlike excitement and fascination: "*Fee! Fi! Foe! Fum!*"



Dan Cassar is a game designer originally from New York. He loves to create card games that present a world for the players to experience. He believes the best game is the one that ignites your imagination. His first game, *Cavemen: The Quest for Fire*, was published in 2012 by Rio Grande Games, and his second, *Arboretum*, published in 2015 by Z-Man Games, was nominated for two Golden Geek awards.





# MALIFAUX<sup>2E</sup>



**BEACON OF KNOWLEDGE** **\$50**  
WYR20343



**THE SKY PIRATES** **\$50**  
WYR20635

**Wyrd**

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# AEON'S END

## AEON'S END

PSI IBCAED ..... \$49.99 | Available November 2016!

*Aeon's End*, the newest game from Indie Boards & Cards, is a cooperative deck builder that will change the way you think of the genre. It takes place in a post-apocalyptic fantasy world where players must stave off the advances of The Nameless, menacing creatures set on destroying what remains of the world.

### COOPERATIVE PLAY

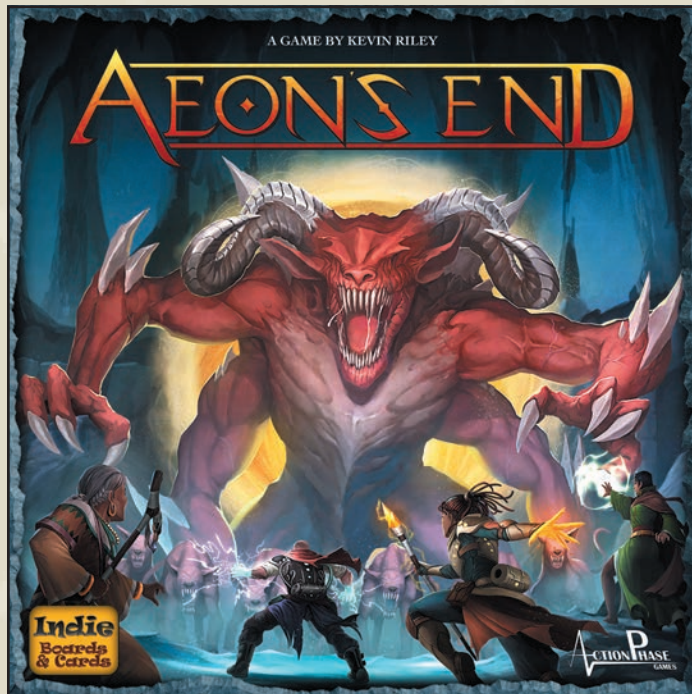
From start to finish, players must work together as they battle one of many unique nemeses in order to defend this last stronghold of humanity, Gravehold, from extinction. Each player will be one of the remaining soldiers, known as breach mages, who are capable of holding off the threat of complete annihilation. Communication and strategic planning will be critical to success as each nemesis will be relentless in their attempts to conquer your city. Most of the threats presented by the nemesis will require the players to make a decision as a team as to how to best minimize its damage. In addition, many player cards will be most effective when used to assist your allies.

The cooperative play in *Aeon's End* will test not only how well you can work together, but your abilities to plan a coherent strategy for attack and defense maximizing the inherent abilities of your breach mages and the weaknesses of the nemesis that you are facing.

### TREMENDOUS REPLAY VALUE

*Aeon's End* is a game with incredible replayability. Each breach has a distinct special power that takes time to build up, but has a particularly strong one-time effect. Every breach mage starts with a different ratio of spells to gems, requiring you to develop your decks based on which character you're playing. And their breach configurations are a bit different. This individuality helps to reinforce many different playstyles and creates a lot of variety in play.

Not to be outdone, the nemesis (the boss monsters that players need to defeat) will bring a wide variety of strategies they will use to conquer Gravehold. Each nemesis has a number of unique cards, rules, and abilities that will require your team to adapt to - or perish. One nemesis may generate a large number of minions that must be dealt with, while another will consume the cards in the supply which will limit the players' deck-building options. Still another will pollute their decks



with corruptions that offer a taste of power at an even greater cost. Different nemeses require totally different strategies to beat.

### INNOVATIVE MECHANICS

*Aeon's End* is a cooperative game that explores the deckbuilding genre with a number of innovative mechanisms, including a variable turn order system that simulates the chaos of an attack, and deck management rules that require careful planning with every discarded card. *Aeon's End* is different from most deck builders in that players *don't* shuffle their decks. When your deck runs out of cards, you simply flip over your discard pile and keep going. This helps keep the game running smoothly while allowing players an unprecedented degree of control over their deck-building strategies. While no shuffling lends a degree of control, that sway is ripped from the players elsewhere to keep the game varied and unpredictable. Unlike in most games, turn order in *Aeon's End* is determined randomly via a turn order deck. This will leave players guessing as to which turn will happen next and planning for contingencies as the action heats up.

*Aeon's End* features streamlined gameplay through an overall design approach which ensures that players can plan out the more complicated decisions of their turn before their turn begins. This is achieved by limiting the number of card draws during the game, making each player turn faster. But, when the nemesis presents an interesting decision point, players will need to discuss the best course of action as a team. Each player is consistently included in nearly all major decisions of the game and only the teams that strategically cooperate can win.

### A SPECIAL GAME

*Aeon's End* is a streamlined, cooperative deck builder that requires teamwork for success, features truly innovative mechanics, and offers a nearly infinite amount of replayability through the combination of different breach mages, market of available cards, and nemeses. *Aeon's End* retails for \$49.99, plays in about 60-minutes, and supports 1-4 players for ages 14 and up. It will be available this November.

...





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## ULM

RRG 495 ..... \$39.95 | Available November 2016!

Günter Burkhardt is a renowned, European game designer who resides with his family in the Swabian Alb, a low mountain range in Baden-Württemberg, Germany. Professionally trained as a teacher for social studies, geography, and math at the secondary school level, he began designing games in the early nineties. In 2004 he dedicated himself completely to the development of games while raising his children fulltime. He enjoys driving throughout the European countryside in his travel trailer, is an avid cyclist, and is particularly fond of table tennis. He also invests much of his time in his community, having co-founded Pro-ASLY, an office responsible for advising refugees and their relatives. They provide political advocacy and participate in policy-making bodies to safeguard these members.

Our favorite game of Günter's has always been the simple, but intricate *Vom Kap bis Kairo*. An auction-bidding game about building train lines, it mixed old and new mechanics in a fresh manner. When we were presented with the opportunity to co-publish his latest game, *Ulm*, it was a pretty easy decision. *Ulm* similarly brings out a unique and clever mechanic that we believe helps this game stand apart. It allows each player to select choices each round that have a direct cause and effect with the actions they receive and what is subsequently made available to the other players. Essentially, you choose an action to perform and gain two other actions based on the placement of your action tile in a 3 x 3 grid. As a result, one action tile will be pushed out making it no longer available. So the grid of available actions is quite fluid and changes each turn, making this game very interesting.



When Günter was asked how he came up with a game relating to the historical city of Ulm, he alluded to living nearby and becoming friends with a local merchant within the city. It was important to this merchant that he could offer in his store a historically accurate game relating to his beloved home, Ulm. In exploring the rich history of this vibrant hub of merchants, he quickly saw the potential to share information about such a diverse city while introducing a new game mechanic.

Ulm is a city known in medieval times for processing textiles, salt, wood, wine, and iron, but it was also a central hub for religious works of art. Ulm is quite an enchanting city, with beautiful historic buildings, a lively port with many docks along the Danube, a



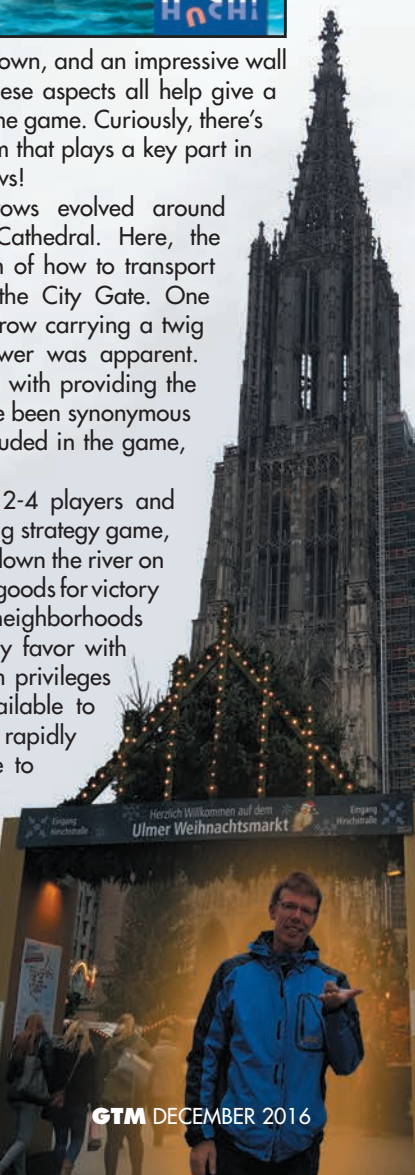
gorgeous Cathedral in the center of town, and an impressive wall that encompasses the city proper. These aspects all help give a diverse and vibrant background for the game. Curiously, there's also a piece of the rich history of Ulm that plays a key part in this game — the famous Ulm sparrows!

The legend of the Ulm sparrows evolved around the development of the massive Cathedral. Here, the builders were posed with a problem of how to transport a massive support beam through the City Gate. One worker happened to observe a sparrow carrying a twig in its beak, and suddenly the answer was apparent. The architects credited the tiny birds with providing the solution, and since the sparrows have been synonymous with the story of Ulm, they were included in the game, as well.

The game *Ulm* is designed for 2-4 players and takes about 60-minutes. In this exciting strategy game, you will find yourself sending goods down the river on barges for trade and collecting sets of goods for victory points. You'll attempt to control neighborhoods to gain trade advantages, and curry favor with various characters in the city to gain privileges and prestige. The opportunities available to you are extremely fluid, changing rapidly from turn to turn. Will you be able to rise to the top and become the most successful merchant in Ulm?

We are very excited to publish this game for the English-speaking market and look forward to many new fans discovering this interesting and fresh work of Günter Burkhardt.

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# HAPPY MUNCHKIN HAUL-IDAYS

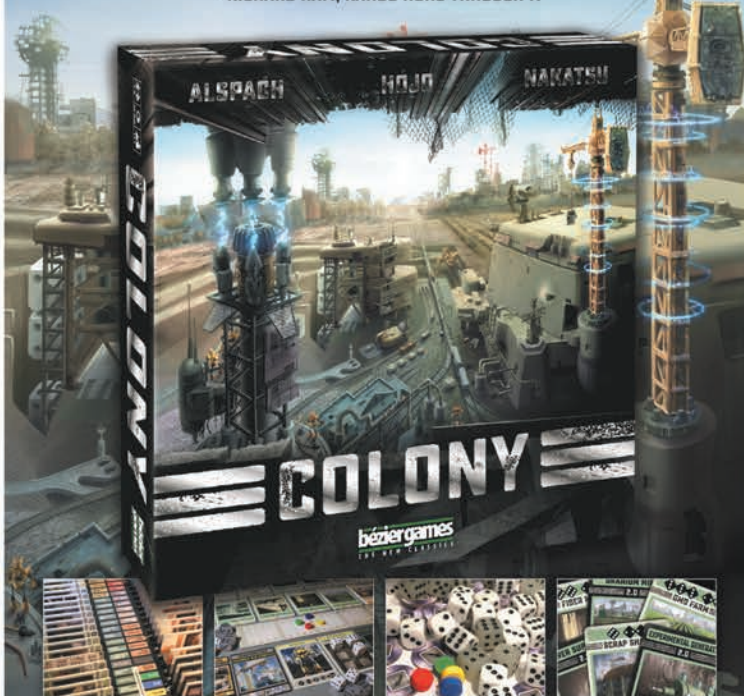


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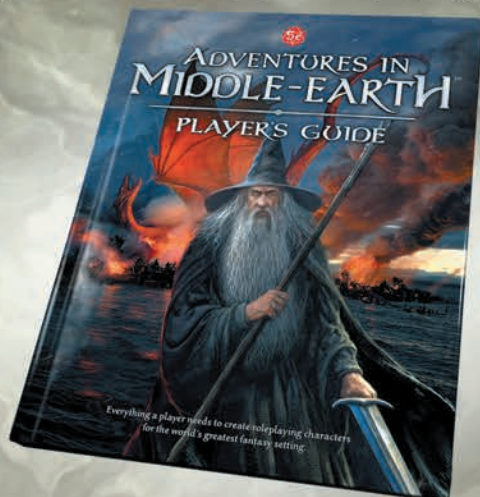
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Available November 2016

# AEON'S END



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**ACTION PHASE**  
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# BATTLE FOR GREYPORT

## RED DRAGON INN: BATTLE FOR GREYPORT

IMP SFG023 ..... \$44.95 | Available November 2016!

Greyport, a bustling city nestled between the mountains and the ocean, is home to The Red Dragon Inn. You and your adventuring companions are on your way to that illustrious tavern for a pint when a loud commotion in the distance catches your attention. Suddenly, alarm bells are ringing all over the city, and the Captain of the Guard comes running up to you.

"Adventurers, we need your help! The city is under attack!"

The tavern will have to wait...

*The Red Dragon Inn: Battle for Greyport* is a cooperative deckbuilding game for 3 to 5 players based on the characters and world of *The Red Dragon Inn*. You and your friends will be rallying the people of Greyport against dozens of different monsters as you make your way through the city. Recruit powerful heroes to your deck and arm them with a variety of items, all while leading the charge with your own unique character cards. Will you methodically eliminate your opponents one by one, or throw caution to the wind and let fate decide the outcome with a roll of the dice and turn of a card? Defend the city from the monsters and defeat their nefarious boss, or the city (and the tavern!) will be overrun!



Players will defend Greyport across seven scenarios with their own collections of monsters to defeat and locations to save. With additional game variants and challenge modes that introduce new ways for players to win and lose, players will be able to play many times with no two games being the same!

At the beginning of the game, each player chooses a character and a scenario they wish to play. The game consists of multiple encounters where each player tries to save locations across the city from the attacking monsters. The last encounter of each scenario includes a difficult boss battle, so you'd better make sure you recruit lots of good heroes and items into your deck!



Each player begins the game with a deck of fresh-faced heroes as well as a couple of items and their first level character card. Each round, each player may play one hero and equip that hero with one item. The heroes that are played during the round may fight the active monsters. The pressure is on when the hero commits to a fight. After a hero starts a fight with another monster, that player picks up their damage dice and leaves everything to the luck of the roll. Deciding when to play it safe and take out a weaker monster you know you can slay versus shooting the moon and hoping to roll exceptionally well have tremendous consequences on the rest of the party.

A hero can only fight one monster at a time, and in classic heroic fashion, the enemy is numerous and incredibly dangerous. That's where your friends come in!

One of the most exciting features of *Battle for Greyport* is the lack of downtime between rounds. Each round, all of the players in the game get an opportunity to help out the defending player in dealing with their group of monsters. Working with the other players and the heroes and items they bring to the table will be crucial to eliminating the toughest of monsters and reducing the amount of damage you will suffer. The key to victory rests in how cooperative the players are with one another, because if anyone drops to 0 hit points, then the city is lost and everyone loses!



As an added bonus for fans of our *Red Dragon Inn* game, *Battle for Greyport* includes a complete playable *Red Dragon Inn* character—Chronos the Time Mage! Chronos is a powerful mage who can manipulate the fabric of space and time for fun and profit. *Battle for Greyport* includes playable character decks for Chronos in both *Battle for Greyport* and *The Red Dragon Inn* itself.



*The Red Dragon Inn: Battle for Greyport* is an exciting new addition to the world of *The Red Dragon Inn*. If you like cooperative games, deckbuilding games, and edge-of-your-seat action, this is the game for you!

...

Jeff Morrow and Sam Waller are the President and Director of Marketing for SlugFest Games.



# KILL DOCTOR LUCKY

CHEAPASS Games

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MURDER



IN THIS ISSUE: LOOK FOR A UNIQUE  
"EBENEZER LUCKY" GAME CARD!



# TAPPLE 10

## TAPPLE 10

USO TL097444..... PI | Available Now!

I love the new trend towards “full-sized games” coming in small packages. As my kids are getting older we are constantly on the go, but usually one of them gets bored. *Tapple 10* is my new go-to-game for stashing in my purse. Just this week, we played at a cross country meet, a restaurant, and a friend’s house.

If you have played the original *Tapple* game you know it’s educational (shhhh... don’t tell my kids) and great for the whole family. For those that haven’t played, it’s a self-contained game in an interactive wheel. The first player reveals a category, then each player has 10-seconds to come up with a word relating to the category and press one of the twenty letters on the wheel that corresponds to the first letter of the word. Since each letter can only be used once per round, it gets more exciting the longer you play.

When the original designers of *Tapple* proposed an alternate way to play with a deck of cards, we were intrigued to hear more. After playing, we were certain that we needed to bring what was then referred to as “Tapple Cards” to gamers everywhere. By the time I got involved, the final card design was in place, but the game still needed a name and rules for the new ways to play. In the end, we came up with ten fun and unique ways to play. I repeat — “Ten Ways to Play” — all in a package that fits in the palm of your hand!



We settled on the name *Tapple 10* to reflect the ten ways to play. This version of the game comes with a sand timer and a deck of 80 double-sided cards. The cards have four color-coded categories on one side, and a color-coded letter on the other.

Whenever I introduce someone new to the game, I always start with the first game included in the rules, *Tapple 10 Alpha*. Here are the rules in a nutshell. Stack the cards category side up. Then flip a card to the letter side and look at the color of the letter. Read the correlating category on the top card of the stack, and shout out an answer that starts with the revealed letter. The first person to do so claims the card. The simultaneous shouting of answers draws people into the game. Recently, I played with three girls. By the time we finished playing we had over ten kids and adults joining in on the fun!

What makes *Tapple 10 Alpha* a fun game:

- It takes 30-seconds to explain the rules
- It’s a great icebreaker
- There’s no set maximum number of players, so this game can grow to include more people
- It’s fast! An average round takes 15-seconds
- It’s compact and takes minimal table space

Another favorite *Tapple 10* game is *Scramble*. If you already have a large number of players and don’t want to split the group, this is a perfect choice. Instead of one winner each round, this game gives everyone a chance to claim cards.



What makes *Scramble* a fun game:

- It’s super-fast paced with frantic grabbing of cards
- It encourages hand-eye-brain coordination (I’m pretty sure it’s a thing)
- The whole game can be played in 7-minutes. This is just about the amount of time it takes from when you order your food in a restaurant to having it brought to your table. What else would you do?

Some of the *Tapple 10* games have time constraints. Included in the package is a 15-second sand timer, but there is also a free timer app you can download and use as well. The app allows you to customize the time to fit your group. Want a greater challenge? Try spitting out words in 10-seconds. Or ease the tension by extending the time to 20-seconds — especially useful with younger players.

*Four in a Row* is another of my favorites. In this game each player competes against the 15-second timer, trying to claim each of the four cards lined up in front of them. Although it’s still tense, there’s a slight mental break for the players not actively trying to guess.

What makes *Four in a Row* a fun game:

- You compete against the clock, not against another player for a card
- You can prove to your friends and family that you are actually as smart as you say you are
- 15-seconds is both a lot shorter and a lot longer that you think it is

For me, *Tapple 10* is a must have game in my collection. It’s a perfect gateway or filler game at game night. It travels well, and if you have kids like I do, it’s perfect for sneaking in a little bit of educational fun during family game night. Give it a try!

...

*Kami Mandell is a wife and mother of two girls ages 11 and 13. She began working at USAopoly in 1998 in the graphics department and now spends most of her time designing and developing board games. Her favorite games include Telestrations, CLUE: Firefly Collector’s Edition, and Harry Potter: Hogwarts Battle.*





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# WHAT IS

# BAKER STREET

**BAKER STREET: ROLEPLAYING IN THE WORLD OF SHERLOCK HOLMES**

**FLG FGBS0101 ..... \$39.99 | Available November 2016!**


*Baker Street: Roleplaying in the World of Sherlock Holmes* is a 'real-life' mystery game that stresses drama, deductive reasoning, and problem solving over the typical roleplaying tropes of combat, fantasy, and magic. The players work together to solve baffling crimes in the footsteps of Sherlock Holmes. The default year of the game is 1891 when Sherlock fell off the Reichenbach Falls and was presumed dead. Dr. John Watson is the investigators' direct employer. Every investigator had a profession before they were hired by Dr. Watson.

## HOW DOES THE GAME PLAY?

During the game, the investigators work together to weed through clues, determine which clues are true, which are false, and what leads are valuable. The game features a built-in Threat Meter to each and every case which provides the tension and keep the investigators moving. The longer the players take in their investigations the more events will move against them (both in the plot of the story and mechanically with the dice).

The game revolves around a simple mechanical structure. Roll your skill value in standard D6 rolls, any result of 4, 5, or 6 is considered a success. In addition, you roll the Sherlock Die with each and every roll. Each side of the Sherlock Die (1,2,3, Watson, Sherlock, Moriarty) has a unique impact on the die roll that can change depending on the Threat Meter effects in play.

Chimney Sweep		
Status	Class: Poor	
<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Annual Salary: £40	
Professional Skills:	Rank:	Specialties:
Climbing	3	Buildings
Endurance	3	Climbing
Jump	3	
Street Smarts	3	Guttersnipes
Strength	3	



Another difference from most RPGs is the presence of clue cards. Investigators discover these clues during the investigation of a crime scene. Each clue has a description, then three possible leads. If the clue is discovered to be false, then all three leads are false. If the clue is determined to be true, then one out of the three leads is true. Together, based on their roll and their collective intuition and deductive reasoning, they will be able to ask 'yes' or 'no' questions of the Mastermind.

That's the crunch of it, at its essence it may be best described as *CSI: 1891*. You are presented with a mystery and/or crime, and within the span of a typical session of four hours you will unravel the mystery and hopefully catch the culprit.

## DO THE GAME MASTERS HAVE TO CREATE A BUNCH OF CRIMINALS FOR THE GAME?

Instead of a 'Monster Manual', *Baker Street* features a "Reprobate section." Here you can find every kind of Victorian Age criminal that can be quickly referenced for your game. Each criminal is listed by his or her slang name. Masterminds (game masters) will find this to be an invaluable tool as they will not have to "stat" out each and every criminal or foil that inhabits their world.

## WHAT'S IN THE PRODUCT LINE?

The *Baker Street: Roleplaying in the World of Sherlock Holmes* core book contains all the rules, plus one introductory adventure. The two casebooks provide another eight adventures, each to get Masterminds running games. *Sherlock by Gaslight*, the first sourcebook for *Baker Street*, provides 50 London locations and a *Jack the Ripper* mini campaign where players attempt to solve the world's most famous murder case. Most published adventures are designed to be solved in one session of around four hours.

## AND THE ADVENTURE INCLUDED WITH THIS ARTICLE?

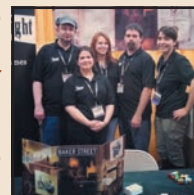
The following scenario can be used to teach the game or as a one-shot at a convention or game store. It can also be easily inserted into any long running campaign. *The Red-Headed League* is one of Sherlock's most famous cases and Masterminds are encouraged to read (but not required) the short story for more context and depth.

Snoozer	
<p>This Reprobate steals from sleeping persons in hotels. He is good at sneaking, lockpicking, and the observation of people's habits and their belongings. His Professional Skills include Criminal Activity, Hide, and Observation.</p> <p>Special Ability: Snoozers are known for their ability to sleep clients. Therefore they are not mentioned in the case of one Reprobate when using the Hide Skill.</p>	<p>Characteristic: "Oh you're sleeping? I'll just help myself!"</p> <p>Acting: 3 (Impersonation / Disguise) Criminal Activity: 1 (Burglary) (Lock Picking) (Stealing) Dodge &amp; Defense: 4 Flee: 4 Hide: 4 Observation: 4 (Listen) (Peep) Search: 1 Weapon: 1 (Blow)</p>

Thimble-Rigger	
<p>Thimble-riggers are con artists that use a small, thin, and pointed object, such as a needle, to pick pockets. They are known for their ability to pick pockets in a crowd.</p> <p>The game is played in a crowd. The thief works to pick a pocket and try to remove a coin or a paper. Once they have it, they must run with it a couple of feet away, then the needle begins. The thimble-rigger Professional Skills include Criminal Activity, Hide, and Search.</p> <p>Special Ability: Thimble-riggers are known for their ability to use a needle game. Therefore they are not mentioned in the case of one Reprobate when using the Hide Skill.</p>	<p>Characteristic: "Stop right up and take a chance!"</p> <p>Charm: 4 (Friendly Persuasion) Criminal Activity: 1 (Dodge &amp; Defense) Flee: 1 Hide: 1 (Conceal Object) Search: 4 (Stealing) (Conceal) (Pretend Criminal)</p>

*Baker Street* was developed by Bryce Whitacre. He authored *The Defeated Dead* and *The French and Indian War for Rogue Games'* epic historical horror RPG, *Colonial Gothic*. He holds a history degree from Ball State University in Muncie, Indiana. He spends most of his time gaming, writing, and being a slave to his two cats, Augustus Kato and Claudius Tiberius.







# THE ADVENTURE OF THE **Red Headed League**

Adapted By Bryce Whitacre

Based on the story by Sir Arthur Conan Doyle

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## AN OFFICIAL *BAKER STREET* ADVENTURE

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### OVERVIEW

While the investigators are enjoying a nice quiet Sunday Afternoon they are visited by a Mr. Jabez Wilson. Mr. Wilson was offered a job by a group of men known as the Red-Headed League. Mr. Wilson took the offer which was the very curious job of copying the Encyclopedia Britannica. Over the past few weeks he has worked on this task completing all the entries that start with the letter "A". Then suddenly he went to work one day and found a note on the door that read "THE RED-HEADED LEAGUE IS DISSOLVED – OCT 9, 1891." He returned to his other job of owning a pawn shop but decided to try to figure out what happened to the league.

committed to the investigators. After all, there's no law against shutting down a business. However, the Red-Headed league in its entirety is an elaborate ruse to have Mr. Jabez Wilson leave his pawn store for weeks. His new assistant is one of the criminals that created the fictitious league, in order to tunnel from the basement of the Pawn Shop into the bank vault across the street. The criminal syndicate gave Mr. Wilson 4 pounds a week to copy the Encyclopedia, (A small price to pay for the big score they are about to make.)

### THE CRIME

At first it may seem that no crime has been

### ADVICE FOR THE MASTERMIND

Masterminds should read the original story of the Red-Headed League to have all the details ready when the players inquire. Not much has changed in this version, except it's the players, not Holmes, who will solve the crime.



## THE ADVENTURE OF THE RED HEADED LEAGUE

### THE THREAT METER

Anytime the players take an extra round to investigate (going through the Observation, Reason, and Deduction rounds again) raise the Threat Meter. The effect goes immediately into play. The first threat is unknown to the investigators but the second and third threats should be explained when they occur.

1. The Red-Headed League hires a couple extra Nobblers for when they break into the bank vault.
2. Watson is called out of town on business for the rest of the case. His absence is felt as the Watson result on the Sherlock Die no longer works.
3. The case becomes much more difficult as things go against the investigators. 1s and 2s no longer work on the Sherlock Die.

#### Endgame Threat:

If the players increase the Threat Meter past 3, when they reach the bank vault they will find it empty. Vincent Spaulding and the rest of the Red-Headed League have gotten away.



### SCENE 1: A MEETING IN BAKER STREET

Mr. Jabez Wilson arrives at Baker Street, introduces himself and gives the investigators the facts:

"I have a small pawnbroker's business at Coburg-square, near the City. It's not a very large affair, and of late years it has not done more than just give me a living. I used to be able to keep two assistants, but now I only keep one; and I would have a job to pay him, but that he is willing to come for half wages, so as to learn the business. One day the lad showed me a very curious advertisement.

#### TO THE RED-HEADED LEAGUE.

On account of the bequest of the late Ezekiah Hopkins, of Lebanon, Penn., U.S.A., there is now another vacancy open which entitles a member of the League to a salary of four pounds a week for purely nominal services. All red-headed men who are sound in body and mind, and above the age of twenty-one years, are eligible.

Apply in person on Monday, at eleven o'clock, to Duncan Ross, at the offices of the League, 7, Pope's-court, Fleet-street.

"Spaulding said he wished he was a Red Haired man. I took the article and placed it on my desk and thought it over. Then I decided I would apply. Business is slow during the day at the pawn shop and Spaulding could handle it. I went to Fleet-Street. From north, south, east, and west every man who had a shade of red in his hair had tramped into the City to answer the advertisement. Fleet-street was choked with red-headed folk, and Pope's-court looked like a coster's orange barrow. I should not have thought there were so many in the whole country as were



## THE ADVENTURE OF THE RED HEADED LEAGUE

brought together by that single advertisement. Every shade of colour they were—straw, lemon, orange, brick, Irish-setter, liver, clay. Then when I was called up they looked over my head and asked if I could do light work, in fact the job was to copy out the "Encyclopedia." I was to provide my own pens. I worked for the next few weeks at the job until last Friday when I arrived and found a note on the door, it said "THE RED-HEADED LEAGUE IS DISSOLVED – OCT 9, 1891." And that's why I'm here, I want to know what happened to the league."

At this point the players can ask 5 questions of Mr. Wilson. They can gain another set of 5 questions if they raise the threat meter. Here's what Mr. Wilson knows.

- He worked for 8 weeks for the league.
- He managed to work his way through all the "A" entries in the encyclopedia.
- He was told that for the necessity of the league being contacted during the day he could not leave the office building.
- His contact in the league was a Duncan Ross
- He worked every day for 4 hours -10AM to 2 PM
- His assistant at the pawn shop is a thin man that likes photography. He works hard. He's known him for just about 10 weeks. He is small, stout-built, very quick in his ways, just shy of 30 years old.
- Duncan Ross occasionally checked in on Mr. Wilson
- He was paid
- Mr. Spaulding works for Half Wages in order to learn the business.
- Everything in his store is fine, he hasn't been robbed, nothing is out of place.

Resolve Award:

Award each Investigator 1 Resolve for taking the case.

### SCENE 2: POPE'S COURT, FLEET STREET

Investigating this scene will lead the investigators to speak with Mr. Jenkins the building manager that manages several of the offices. He can be asked 3 questions before the Threat Meter is increased to ask another 3. This is what Mr. Jenkins knows:

- The office was rented to an Duncan Ross, he explained that he was a freelance fact checker for Encyclopedias.
- He knows nothing of the Red-Headed League
- He was paid in advance for two months of the office space. Mr. Duncan said he wouldn't need the offices past that time.

Resolve Award:

Award each Investigator 1 Resolve.

### SCENE 3: MR. WILSON'S PAWN SHOP

When the players enter the pawn shop, they are met by Vincent Spaulding. An investigation scene happens as soon as Mr. Spaulding Welcomes them to the shop after emerging from behind a door.

Clue #1 – The worn trousers knees of Mr. Spaulding:

Lead A – Mr. Spaulding appears very poor. Possibly having those pants a very long time,  
Lead B- The knees are worn as if he spent time kneeling and moving on them. (TRUE)  
Lead C- It's likely he gets trouser through the pawn store, as people sell their clothing to Mr. Wilson.

Clue #2 - Mr. Spaulding seemed momentarily blinded when he walked into the room.

Lead A- He was somewhere dark, perhaps a cellar. (TRUE)  
Lead B- He was napping in the back room, clearly not doing his job.  
Lead C – It's almost, if a flash of light had blinded him.



## THE ADVENTURE OF THE RED HEADED LEAGUE

Clue #3 – (This is a false clue) A curious spot in the store, now empty, where it seems lots of merchandise should be.

Lead A – It was moved across the room

Lead B- It was moved out the back door

Lead C – It was moved out a large window near the side of the store.

Clue #4 – (This is a false clue) – an interesting customer paying close attention to the investigators.

Lead A – He might be watching the investigators because he knows something of the league.

Lead B- He might be watching because he knows Vincent Spaulding

Lead C- He might be watching because he knows Mr. Wilson

Clue #5 – A large shovel and pickaxe with dirt and grime.

Lead A – These tools have recently been used, like in the past few minutes. (TRUE)

Lead B – These tools were recently sold to the shop and haven't been cleaned.

Lead C – These tools were just returned, maybe by a customer that just left.

Resolve Award:

Award Investigators 1 Resolve for completing this scene.

### SCENE 4: OUTSIDE THE PAWN SHOP

If the players think of a tunnel, a quick Observation Test (3) reveals several structures as possible targets, none so much so as the City and Suburban Bank which abuts the pawn shop.

The players will then need to either gain entry to the shop to confirm the tunnel (something Vincent and the two nobblers will attempt to stop with physical force if needed). Even if confronted after a physical altercation there's not much that can be done since the bank walls have not been breeched yet. No crime has been committed. The

best way for the investigators to catch the criminals is to convince the bank owners to let them camp on the other side and wait for the criminals. The criminals break in shortly before midnight.

### APPENDIX:



Vincent Spaulding

Dodge & Defense: 4

Fight: 4

Oratory: 3 (Specialty in Lying)

Reason: 3

Observation: 3



## Nobbler

Nobblers specialize in bodily harm. They are primarily employed by a Villain for that one single purpose. Their life-long career of hurting people provides them with a formidable Weapon Rank, and they may have two or even three weapon Specializations. A nobbler's Professional Skills are Dodge & Defense, Menace, and Weapon.

**Special Ability:** Nobblers are known for their ability with weapons. Therefore they are not restricted to the use of one Resolve when using the Weapon Skill.



**Characteristic:**

"My boss sends 'is regards."

Dodge & Defense: 4

*Vs. Blades*

*Vs. Brawling*

Endurance: 5

Fight: 4

Menace: 4

*Imposing Physique*

Street Smarts: 4

*Petty Criminals*

*Professional Crime*

Strength: 5

Weapon: 5

*Clubs*

*Knives*

### — Baker Street Clue Card —

**Clue:** *A large shovel and pickaxe with dirt and grime*

**Lead:**

*These tools have recently been used, like in the past few minutes*

**Lead:**

*These tools were recently sold to the shop and haven't been cleaned*

**Lead:**

*These tools were just returned, maybe by a customer that just left*



# TRICKS OF THE GAME TRADE

by Jon Leitheusser



## STARTING A NEW CAMPAIGN, PART 5: FINDING YOUR GROUP'S TASTE

Last month we discussed getting a game started by enticing your friends with a licensed setting such as *Star Wars*, *Doctor Who*, or a public domain character like Sherlock Holmes. Games based on popular characters and settings from pop culture are an excellent way to get your friends to the table, but you may find that some (or all) of your group wants to try something different after a while. Don't worry if that happens! Gamers tend to experiment with different games and settings, so it's not an unusual request. In addition, you may find a new game that you and your friends like even more than whichever game you originally started playing.

In this month's "Tricks of the Game Trade" we'll be looking at other settings that exist and how you can adapt them for your own use. There will also be suggestions for some games with unusual settings you may want to check out.

### TO THE GAME STORE!

The very best place to find a new game to play (whether it's a roleplaying game, board game, or card game) is your favorite game store. At most stores you can grab a book or other game off the shelf, flip through it, get a sense of the subject matter, the art, even the rules if you have some time to do a bit of reading, and figure out what you think of the game.

A number of months ago, we discussed running games in different genres, such as horror and espionage, and in those columns games like *Deadlands*, *Call of Cthulhu*, *Dread*, *Pathfinder*, and *D&D* were all mentioned because they either had rules that encouraged a particular style of play or were generic enough that you could introduce elements of other genres without causing too many problems. These are all excellent games, but there are so many more available you might be surprised. And the great thing about most of them is that they offer something different from the others.



### WHY START LOOKING?

Pay attention to the other players when you're running your game, or if you're thinking of running a game. Make note of the sorts of adventures they like, listen when they say something like, "I wish this game had more of 'X' in it. That would be cool." Then, when it's time to start a new campaign or try a one-shot of something different, you can suggest a game the players will find exciting.

If your group started playing a *D&D* game and really enjoyed a portion of the game in which they were aboard a ship and roleplayed pirates, then you may want to check out books like *7th Sea* or *Freeport: The City of Adventure* for *Pathfinder*. Both of these settings feature a lot of pirates, ships, magic, and maybe even a little swashbuckling.

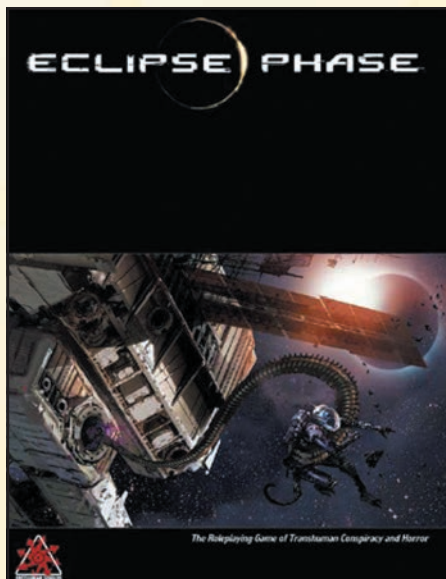


Perhaps your players are fans of anime or shows like *Avatar: The Last Airbender* and *The Legend of Korra*, in which case, check out games like *Do: Pilgrims of the Flying Temple* or *Tianxia: Blood, Silk, & Jade*. While these games aren't based on a specific show, they succeed in evoking the feeling of those sorts of shows.

### UNIQUE TASTES?

If you and your friends have slightly more discriminating palates when it comes to gaming, you're in luck! There are way more games out there than you'd imagine and a lot of them were created specifically because the writer was a fan of something that didn't already have a game based on it.





Perhaps you're a fan of post-modern settings and books like Richard Morgan's *Altered Carbon*. While definitely a cyberpunk novel, it's one of a number of books that go beyond cyberpunk and into transhumanism, which is a movement that wants to change the human condition by making technology to enhance human abilities and even move consciousness from one body to another. If a game like that sounds interesting, check out *Eclipse Phase*. It centers on exactly those sorts of ideas and casts the heroes as outsiders in a dangerous world of the future.

Or say, for instance, that you and your friends are fans of fantasy and cyberpunk—well, guess what? There's a game that combines those two genres very successfully; *Shadowrun*! Originally published a few decades ago, *Shadowrun* is in its *Fifth Edition* now and does an excellent job of merging fantasy and science fiction together in a unique and fun way that works incredibly well as a roleplaying game.

In it, the players take the role of outlaws and criminals who run in the shadows (hence the name) and fight back against the mega-corps that control everything in a dystopian future. In addition to humans, the setting includes dwarves, orks, trolls, and elves, and you can be anything from an assassin to a street samurai to a wizard.



This month, *Shadowrun: Court of Shadows* is available. It explores elves, their culture, homelands, plots, magic, and more. This book is an alternate setting for *Shadowrun*, so if you like the idea of playing

in a game filled with intrigue and magic, but centered on the Fae realm and the Seelie Court, then you're in luck. This book fleshes out a previously undeveloped section of the *Shadowrun* world, so you can take your characters there, but it also introduces a completely new way to play *Shadowrun*, which may appeal to you and your players.

## THE SPICE OF LIFE

Even if you've listened to your players and started a new, different game, you should always pay attention to what your players are saying about the game and about what else they might like to try. It's fantastic when the whole group likes the same sort of game and you find that one system that everyone wants to play week after week, but fatigue might set in eventually. Maybe you can shake things up a bit and make your games more exciting by changing the overall direction of the game; sending the players to another world, destroying part of the world, or making some other major change that the players have no choice but to contend with. But, your players might also want a little more variety in the types of games they're playing. In order to keep the group together, it's a good idea to experiment with other systems and settings. You and your friends may find another favorite game to go back to now and again—or find a game that goes on to become an entirely new campaign!

## TAKE IT TO THE TABLETOP

When experimenting with a new game, whether it's for a one-shot adventure or an ongoing game, someone should take the lead and help with character creation. Usually that role is filled by the game master, but it doesn't have to be. One player might be more familiar with the new game system and help everyone else through the process of creating characters, coming up with backgrounds, choosing spells or abilities, etc. This player can also help the GM with rules adjudication during the game, if it's not too distracting. The goal for the GM and any knowledgeable players at the table is to help the others and make the transition to the new game as smooth as possible.

Everyone at your game table might be surprised by how much they like a particular game, its setting, or its game mechanics. When you find something new that you all enjoy, take advantage of that and add the game into your plans. Most gaming groups alternate between games over time, interspersing short-term games between campaigns or campaign arcs that they run in longer stretches. A lot of people say switching to a different game makes them more excited to get back to the "main" game, but also keeps them from getting burned out by playing it all the time.

Taking a break from a long-running campaign is also very good for game masters, who have to come up with storylines, write up adversaries, draw maps, and everything else GMs do. Switching to another game helps to recharge creative batteries and makes the games more exciting for everyone involved.

...



Jon Leitheusser is a writer, editor, and game developer. He published the *Dork Tower* comic book, was the *HeroClix* game designer for years, was a content designer for *Champions Online* and *Neverwinter*, has been the *Mutants & Masterminds* game developer for *Green Ronin* since 2008, and freelances for a number of different companies. He cut his gaming teeth on

*Advanced Dungeons & Dragons* and still games twice a week with his friends online or in person. He lives in Renton, Washington, but will be moving soon!



## TYRANTS OF THE UNDERDARK BOARD GAME (GF9 74001)

From Gale Force Nine, reviewed by Eric Steiger and Rob Herman

 14 & Up	 2 - 4 Players
 60 - 90 Minutes	 \$74.99

"Ok, so I'm building a deck. What do I do with it?"

If you've ever asked this question (and if you haven't, you haven't played enough deckbuilding games), then *Tyrants of the Underdark* is for you. The answer, in this case, is "take over cities underneath the Forgotten Realms." Part deckbuilder, part area control, *Tyrants* takes a lot of familiar elements and combines them into something truly innovative.

Each player takes on the role of a drow (dark elf) noble house, attempting to extend its reach throughout the Underdark. Like most deckbuilders, you begin with a starting deck of basic cards. You'll use these to buy better cards from the Market, which consists of a common pool of six cards refilled from a central deck. The Market deck is made by combining two of the four different factions that come with the game – drow, dragons, elementals, and demons. Each faction plays very differently, and the different combinations do a lot to change the game with each replay.

Cards in your deck provide different currencies: influence, which you use to purchase cards from the Market, and Power, which you use to affect the board. 1 Power allows you to place a troop in an empty spot at or adjacent to your other troops; 3 Power allows you to assassinate other players' (or neutral) troops. Troop placement is important, because you need to control locations for their points. Additionally, as it is easier to place troops than to kill them, expansion is more efficient than extermination...at least, without special cards in your deck allowing you to kill or supplant (replace an enemy troop with

your own) troops. Naturally, these cards are valuable and highly sought in the Market.

Control over locations is important, both for points at the end of the game, and for additional influence to spend during the game. The largest drow cities each contain a control marker that, for the player who has the most troops there, generates additional resources for that player. Furthermore, having total control over a city (having all of its spaces filled with your troops) gives you VP each turn you can maintain it. However, players can also place spies (which don't count towards your own control, but can prevent other players from having total control) to interfere with you.

As in most deckbuilding games, the more powerful cards in your deck contribute VP to you at the end of the game; however, *Tyrants* has a twist on this element as well. Certain cards allow you to Promote cards in your deck. Promoted cards are removed from your deck and placed in your Inner Circle, and they are worth significantly more points at the end of the game. A Promotion-based strategy can be powerful, if you're willing to sacrifice the powerful effects of cards in your deck for VP at the end of the game.

End-game scoring is complex, involving the number of locations you control, your total control, the number of enemy troops you've killed, and the value of your deck and Inner Circle. Fortunately, *Tyrants* comes with a score pad to make totaling up your score easier.







*Tyrants* isn't the first game to add a board to a deckbuilder, but it may be the best implementation of the concept. There are too many points available on the board for players to simply ignore it and just build the best economic engine they can, but on the other hand, the expensive cards are powerful – demon lords, elder dragons, and elemental princes all have a massive impact on the board when you play them, so ignoring your economy isn't an option either. Promoting cards to your inner circle can generate large amounts of VP quickly, but if you remove too many powerful cards from your deck, your board presence will suffer and players will eventually overrun your troops. In the end, no single game element can be ignored without cost, and that is the mark of a well-balanced game.



While the game may seem pricey, you are getting a lot for it: the four unique Market decks each play very differently, and discovering the combinations of cards available within the set of two you use in any particular game is one of the great joys. The game comes with a lot of plastic troops and spy markers, as well as other assorted high quality tokens. Finally, the theme is fantastic – if you are a fan of the Forgotten Realms, you will recognize many of the characters, cities, and drow houses. If you've been wanting something a little different from your deckbuilders, then definitely give *Tyrants of the Underdark* a try.

...

*Eric and Rob are your friends, and friends wouldn't let you play bad games.*





Watch Table for Two Show!



www.tablefortwoshow.com

## LEGENDS OF ANDOR (TAK 691745)

From Thames and Kosmos, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"



10 & Up



2 - 4 Players



60 - 90 Minutes



\$59.95

All we can say is "Wow!" Ok, we do have more to say, but we liked this game so much that is the first thing that came out of our mouths. Usually, we play a game once and then write the review. In this case, we played, we lost, we played again, we won, and then we played the next level... it's addictive! We wanted to keep going, but our day jobs got in the way (darn!)

### WAS THIS GAME EASY TO LEARN?

The box is heavy – there are a lot of pieces to punch out (but, isn't that the fun part?). We thought it would take hours to figure out how to play, but there's a Quick-Start Guide that worked extremely well. We set up and began playing within 10-minutes.

### HOW IS IT PLAYED?

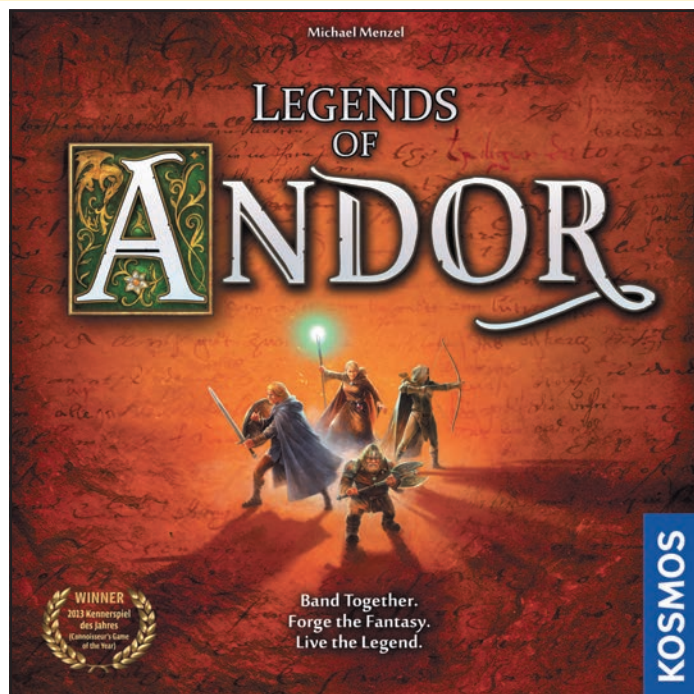
In this collaborative game, the heroes (players) are trying to protect the land of Andor from evil creatures like gors, skral, trolls, wardraks, witches, and more! There are five legends to play, and as mentioned, we played the first legend, then the second (and lost!). We are looking forward to continuing...

*Legends of Andor* comes with a two-sided game board, showing the land of Andor divided into numbered areas. We used one side for the first two legends, and the other side will be used for future legends.

The first time you play use the Quick Start Guide, which literally walks you through setting up the game to playing the first legend.

Each player chooses a hero and receives a hero board, game figure, and – matching their hero's color – two wooden disks, a cube, and dice to use during battles.

In the first game, the rules have you start your hero figure on a certain numbered space on the board. You also place one of your disks in the "sunrise" box, and the other disk on your player board to track your *willpower*. You can earn or lose willpower throughout the game,



which affects how many dice you can use during a fight! The smaller cube is used on the player board to mark your *strength*. The player board is also used to store your gold, equipment, and other items you may use during the game.

Now, the fun part! The game comes with five sets of legend cards. Each set represents tasks you and your team must accomplish before the game ends. Legend 1 is a learning set, which literally walks you through your first game. On the game board there are two other "tracks." One tracks hours in a day (seven allotted, with up to three extra if you want to spend willpower). The other tracks the narrator, who guides you through the game (spaces A through N, starting the game on A). The legend cards are labeled with the narrator letters (A1, A2, B, etc.).

We chose not to reveal the goals of the first legend, because it would take some of the fun out the first time you play the game... You really should be surprised like we were!







Game play is simple, but, of course, you should collaborate on what to do. Here is how typical game might go:

1. The narrator reads the legend card(s) based on the space he is in; for example, if he's in space "A" the A legend cards are read.
2. The legend cards have you set things up in the game, give you tasks you must complete, may cause bad events to happen, etc. They're your guide throughout the game.
3. Once read, each player takes their turn. Basically, a hero can either *move* or *fight* bad guys. Each numbered space you move takes one "hour" – so the hero moves his disk from the "sunrise" box to the number of hours per spaces moved. There are many things that can be done while moving. For example, gain gold, equipment, earn more willpower, or pick up something you need. If you move to a space with an evil creature, you can fight on your next turn. Each round of the fight also takes an hour on the time track. If you choose to fight, you roll your dice and add your current strength to the highest die roll. You must beat the strength of the creature's roll.
4. If you succeed in killing an evil creature, it is banished to a specific space on the board, and you gain gold or more willpower (how much depends on the creature you killed). However, a kill automatically moves the narrator to the next letter on the narrator track.
5. Sometimes that space has a new legend card to read, sometimes not – if it does, you read the card and act on it immediately. For example, it may tell you to put more creatures on the board... Yikes!
6. Players take turns until they've exhausted seven hours for the day, or pay for up to three more hours – then they both move back to the sunrise box – first one in goes first the "next day"
7. When a new day begins:
  - a. You draw one card from an *event deck* (separate from the legend deck) and do whatever it reads – some event cards are good, and some aren't – like more evil creatures appearing!
  - b. All creatures move one space on the board
  - c. Any wells on the board are re-filled (wells can give you more willpower)
  - d. The narrator moves up the track and any new legend cards are read

Play continues until you complete your tasks, or the narrator gets to space N – where you read the last legend card to find out how well (or poorly) you did.

If you master the first legend, move on to the second. So much fun!

### TIMING OF THE GAME

The first time we played it took a little over an hour, while we were also learning. The second time took under an hour.

We are very excited to play more legends – and replay them until we win! There are also expansions! Wow!

...

*Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!*





## **SALOON TYCOON (IMP VRG005)**

From Van Ryder Games, reviewed by John Kaufeld

 12 & Up	 2 - 4 Players
 30 - 60 Minutes	 \$54.99

Plenty of folks came to town looking to make their fortunes in gold, but not you — your vision looked different. When you saw all of those tired and hungry people milling around, one word flashed through your mind: Saloon.

A few other sharp-eyed entrepreneurs had similar ambitions, so now the lot of you are in a healthy competition. Everybody wants to expand their businesses, lure in the townsfolk, keep the “bad apples” away (preferably by parking them at someone else’s saloon), and rake in the money.

Pull up a barrel, sit yourself down for a spell, and get to know *Saloon Tycoon* from Van Ryder Games.

### **START SMALL, THEN GROW**

Seeing as how this here’s the “land of opportunity” and all, everybody starts the game with the same setup. You get a nice plot of land (your player board) with plenty of room to grow, plus a swell saloon, some money, some resource cards, and a couple of secret goals (more about those later).

The land on your player board is organized in an “L” shape, with the starting space for your saloon in the corner and two sets of four small building spaces connecting to it across and down the board.

In the beginning of the game, gold is your key resource because it buys new tiles to expand your saloon. And every time you expand the saloon, you get more gold! (Kinda clever the way that works, ain’t it?)

The game includes both small (rectangular) and large (square) tiles. You get the same income bump whether you build a small or large tile, but the choice has plenty of impact on your future strategy. You can build a large tile on top of two small tiles, but large tiles themselves only support other large tiles.



To build a small tile in one of the spaces on either side of your saloon, you only pay the cost of the tile. Every space further away costs a little extra gold on top of the tile cost itself, but you get some bonus victory points for your trouble. Large tiles cover two small building spaces, so pay close attention to the total cost of the tile and the land under it or you’ll get stuck.

### **BUILDING UP (AND UP)**

Since eight plots of land won’t carry your entrepreneurial dreams very far, you need another option — and in this game, that means building straight up.

To add a second floor, you buy and place supply cubes onto the first floor tile. Small tiles take three cubes, while large tiles need four. Once you buy and place enough cubes to fill the tile, it’s “complete” and ready to support a second floor.

Adding a new floor atop a completed existing tile gives you two benefits. First, it’s a zero-cost space for the new tile, because you already paid for everything under it. Second, each completed tile provides you with an immediate bonus of some kind. The details depend on the tile itself, so you might get free gold, more supply cubes, or even an extra action.

Building and completing a tile on the third floor gives you an extra bonus: a free roof tile worth extra victory points.

### **PLAYING YOUR CARDS**

Sometimes you need to call in a favor or give your strategy a little boost. That’s where Tycoon cards come into play. You start the game with three Tycoon cards, but you can use a turn to draw two more when you run low.

Each Tycoon card gives you an immediate bonus. You might get gold, some supply cubes, or an extra action — or maybe even two. Some cards get rid of pesky outlaws (more about them in a moment) or let you ignore building prerequisites to add a special tile to your saloon before an opponent snags it.







If you play several Tycoon cards in the right order, you might be able to do quite a lot on a single turn by letting one card trigger another. (In gamer parlance, that's called "chaining" the cards, because they build one after another like a chain reaction.)

## DEALING WITH TOWNSFOLK

Every town includes people who'll help you out of a jam, as well as the ones who'll push you down the hill just to see how far you'll roll. In *Saloon Tycoon*, they're known as Citizens (the good ones) and Outlaws (the less-than-entirely-good-and-often-downright-mean ones).

Citizens show up as a bonus when you complete certain tiles. For example, completing the Theater brings Purty Nellie to your door, while adding a Jail gives Sheriff Fletcher an office to call his own. Every citizen gives you extra victory points at the end of the game.

Outlaws, on the other hand, show up when a player completes a certain milestone, such as a certain amount of gold, a bunch of supply cubes, or a saloon with five tiles in it. Each outlaw inflicts a penalty, such as reducing your income, making you discard cards, or slapping you with negative victory points.

The good news is that you can bribe the outlaws (and citizens, too) to leave your establishment and be someone else's friend for a little while.

## STAKING SOME CLAIMS

The two decks of Claim cards give *Saloon Tycoon* a ton of replayability. Each game, players get two Secret Claim cards each, which they

choose from a hand of four. Depending on the number of players, you also set up four to six Open Claim cards face-up on the table.

Anyone can complete an Open Claim card simply by meeting the conditions on the card. That might involve things like welcoming (or bribing) a certain group of characters to your saloon or building a certain combination of tiles. Secret Claims work the same way, but your opponents don't know which ones you have in your hand.

Pay attention to the Open Claim cards as you play, because once they're claimed, they're gone. Plan carefully and you can pick up some easy victory points.

## VERDICT

*Saloon Tycoon* gets a very solid thumbs-up for high replayability, engaging game play, and plenty of really fun thematic elements, including my favorite line in the rulebook: "... you may build a Poker Room after having built a Schoolroom (but please, think of the children)."

If your gaming group likes mid-level strategy with a nice balance of luck, strategy, card combinations, and economics, then you'll find plenty to like here.

...

John Kaufeld often frets over whether the word "meeple" has a proper plural form. You can find him writing about board games, parenting, and other stuff on Twitter at @johnkaufeld and in his newspaper column, *The Dad Game* (<http://dadga.me/column>).





# OPERATION KINDERGARTEN (PGS LDR158000)

From LudiCreations, reviewed by Rebecca Kaufeld

 12 & Up	 2 - 4 Players
 45 - 60 Minutes	 \$55.00

There are two kinds of people in the world.

Some people love children. They believe that kids are the most adorable, energetic bundles of joy that anyone will ever meet. Whether they're running off in search of a soccer ball, jumping into piles of leaves, or pretending to be sound asleep after bedtime, childlike noise and adventure is always welcome to this group of responsible adults.

And then there's *everybody else*.

If you're the kind of person who loves to see a playground thrown into chaos, if you ever convinced a sibling that something stupid was the best idea ever, or if you were that one kid that stole everyone else's crayons... this might be your new favorite game.

Welcome to *Operation Kindergarten*!

## THE TARGET

The Headmaster is retiring. You've had your eye on her job for a while now (after all, who WOULDN'T want to sit in a quiet office and judge everybody else's classrooms?), but buying her coffee, asking advice, and generally worshipping the ground she walks on didn't do any good. She still insists on grading you -- and the other instructors -- on how you work with "the kiddos".

Now that your dream job is on the line, it seems like the entire universe is out to get you. Firecrackers, a deflated ball, pointy objects, a live squirrel, and more will threaten your kids on the playground, causing bruises or reducing them to tears. You'll have to take care of your class quickly before their screaming brings the Headmaster running.

Take a deep breath. The bell is about to ring.

## THE CHILDREN

You have nine children in your classroom: three Tots, three Tykes, and three Toddlers. Each level has their own round of Recess, when they come screaming out of the school to invade the playground. If they all had separate Recesses, it would be easy. But nothing in life is easy.



To properly simulate the chaos of an environment full of children, the board is filled with hexagonal spaces with numbered sides. These numbers (1-6) seem to be assigned randomly, pointing in all different directions across the playground. However, they cleverly correspond with the face-up dice locked away in the Teacher's Lounge; if somebody rolls a two, and it's time to move, all the children immediately move in the direction of the two on their hex.

"But that's madness!" I hear you cry. Yes, it is. And it's about to get crazier.

## THE DANGERS

Have you ever watched a group of children? If you wait long enough, the smallest ones will always get knocked down and hit the ground. Do the other kids notice? Not usually, but a responsible adult will magically appear, running to help the upset child. Your class is particularly bad at paying attention, and they will run into each other if they're not careful. This will cause "Boo-Hoos", and you'd better believe the Headmaster will hear them yell.

Boo-Hoos (and Boo-Boos) are the generally awful things that happen during Recess. For example, if Tommy runs into Susie, there's a Boo-Hoo. The same thing happens if a Tot

finds a firecracker, a Tyke discovers a deflated ball, a Toddler hears an ice cream truck, or *anybody* finds a toy.

Boo-Boos are much more limited, but a whole lot more severe. If there's a live animal or a pointy object in your area, be careful. As long as your Boo-Boo tokens are on the board at all, the Headmaster notices the problem and subtracts points from your final score. Boo-Hoos are more a part of daily life, so those only get docked if she finds someone making noise in a classroom somewhere.

## THE EVALUATION

At the end of the game, the Headmaster will tally your points to decide who gets the honor of taking her place. She'll count your Tots, Tykes, and Toddlers, take note of any missing children (yes, someone might get lost), subtract the Boo-Hoos and Boo-Boos, and in the end, whomever has the highest score wins.

That's what it takes to be a teacher. So ready your lesson book, grab some wipes, and pack your extra band-aids: it's going to be a bumpy ride!

...

*When a whirlwind of whimsical words beckoned from worlds away, Rebecca knew she had to follow. She fell into a rabbit hole of metaphors and clichés, mixed with more similes than water drops in a storm. Somewhere along the way, she picked up a love of games that would use her words to create beautiful reviews, and that's where she is today.*







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**BEYOND THE GATES OF ANTARES: STRIKE VECTOR ONE:  
THE XILOS HORIZON - BATTLE STARTER SET (WLG WGA-START-01)**

From Warlord Games, reviewed by Thomas Riccardi



14 &amp; Up



2 Players



30 - 45 Minutes



Please Inquire

In the seventh age of Antarean space the galaxy is at war. Various factions vie over control of the Gates of Antares. These gates allow instantaneous travel between worlds, and for those that hold these gates they can control the outcome of battles. Do you have what it takes to succeed in this war-torn galaxy, or will your forces be laid to waste on an alien world? Welcome to *Beyond the Gates of Antares: The Xilos Horizon* from Warlord Games!

When I first opened the box I was shocked to find a hardbound, full-color rulebook sitting on top. Usually with boxed set games you are given a small rules pamphlet that explains the basic rules and you are on your way. Warlord Games thought outside the box, including a massive 259-page tome that covers the rules and so much more. There are army lists for each of the factions, not just the two that come with the game. So, if you wanted to expand the armies that come with the boxed set or just take up an entirely new faction you wouldn't be required to buy anything else. Also covered in this rulebook are many examples of the vehicles and equipment used by the various forces.

Let's say you don't want to page through a massive rulebook and simply wanted to get started playing straight away? No problem! There's also a Quick Start guide that covers the bare bones of the rules with instructions on how to assemble all of the miniatures within the set. Also, there are more than a few scenarios for the armies enclosed within the boxed set. From one-off encounters to narrative scenarios, there's more than enough material to keep you coming back again and again for more engagements.

The rules focus on issuing commands to your squads (which are infantry units, so you would issue one command to ten models). The commands are: *Run* (move across the battlefield), *Fire* (shooting at an enemy), *Advance* (move and shoot, but less accurate), *Down* (take cover), *Rally* (to recover from being pinned down), and *Ambush* (lie in wait to attack later).

Each of the models has stats which reflect how powerful they are in performing certain tasks. The attributes are *Agility* (movement),

*Accuracy* (shooting), *Resist* (avoid damage), *Initiative* (chance to react), *Command* (testing to receive orders), and *Special* (any special abilities). Each weapon has a range to hit, so once the unit is in range you can roll a d10 to see if you score a hit. After applying any modifiers, you need to roll under your unit's accuracy to hit. However, regardless of any modifiers a '1' is a "lucky shot" and a '10' is a "dud

shot." A dud shot is a wild miss and cannot be re-rolled under any circumstances, while a lucky shot is assigned first when allocating, which must be spread evenly throughout the models and, under normal circumstances, if a unit fails its resistance test it has taken a casualty. There are rules for how these units will perform under pressure (i.e. losing units in their squad) so it is critical to keep your wits about you in these skirmishes else you will most certainly face defeat.

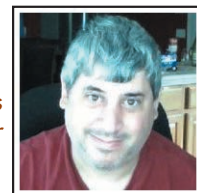
This boxed set contains everything you need to start a two-player skirmish between two opposing forces. The two forces featured are PanHuman Concord (a technologically advanced race) and the Ghar Empire (armed with massive battlesuits), with a total of 39

miniatures included in the boxed set (six ghar battle suits and 32 concord forces). The strike leader Kai Lek is sculpted in metal, but the rest of the figures are in plastic. Each model has an incredible amount of detail which will make assembling and painting 'em a showcase for any battlefield. Also, two types of dice (order and polyhedral) and a few plastic markers and templates complete the package. These templates will not only make the game easier to play, but the pin markers give a bit of depth, as well, letting you know which units have been hit and how they will be able to respond under fire.

This review barely scratches the surface of the *Gates of Antares* universe, so if you are looking for a great two-player wagon to get you started look no further than *Beyond the Gates of Antares: The Xilos Horizon*. For more information on this and other games head over to [www.warlordgames.com](http://www.warlordgames.com) and get ready to fight for the Gates of Antares.

...

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.





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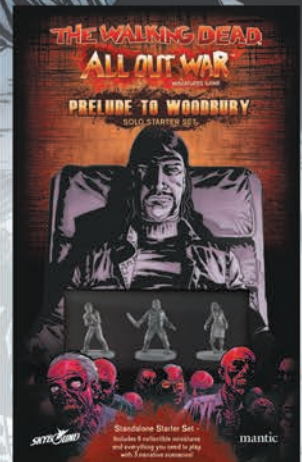
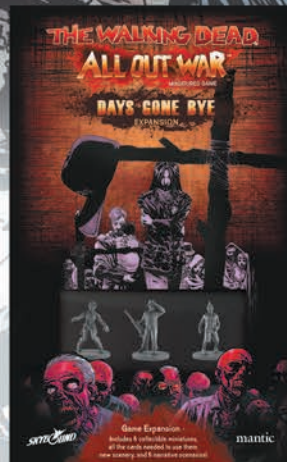
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# T.I.M.E. STORIES



## EXPEDITION: ENDURANCE

EXPANSION

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THE CREW OF THE EXPEDITION AND THEIR  
IMPERIAL TRANS-ANTARCTIC EXPEDITION?